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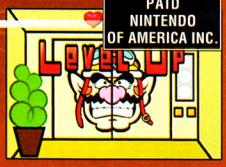

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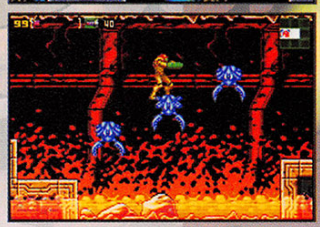

Metriod®: Zero Mission's beautiful backgrounds, intricately detailed characters and sharp cinema scenes are truly a dream come true for Game Boy Advance players everywhere. There's plenty of new ground to explore with Samus Aran as she travels to Zebes and battles the mysterious Metroids. And wait till you meet up with the Mother Brain!

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UPPER DECK ENTERTAINMENT™

76 "Giant aliens behind me? Man, I'm not falling for that old trick."

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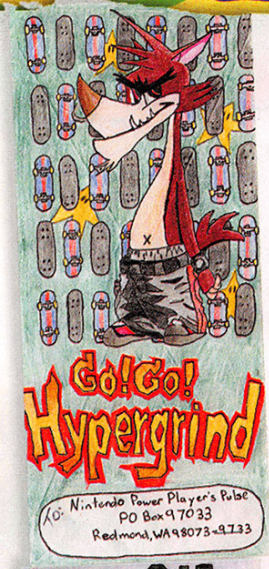
PLAYER'S PULSE



This month's Player's Pulse is chock-full of expert gameplay tips, little-known facts and the latest news on today's hottest games. Starting on page 11, you can gain some insight into the way your fellow readers use Nintendo Power.

NO TIME FOR REAL TIME?

I love real-time-style games like Animal Crossing and Harvest Moon. My major problem is that I'm a college student and I don't have time to play them, so I can never be successful. Isn't there any way that Nintendo could come up with some games that play like real-time, but in which time doesn't pass when you're not playing? Maybe time could pass faster, as it did in The Legend of Zelda: Ocarina of Time. I just feel I miss out on so much because, ironically, I don't have the time for "real time." Are there any games in the making in this style? What comfort can you offer Nintendo-lovers who just can't devote hours a week to video games?

Allyn V.
Pennsylvania

What a conundrum—trying to split your time between real-world responsibilities and real-time game enjoyment is tough. However, games in which the time and date are always in sync with the real world (such as Animal Crossing and Pokémon Gold and Silver) are rare. And believe it or not, the Harvest Moon series isn't based in real time. Time passes much faster in the Harvest Moon games than in reality, and it stands still while you're away! You may also want to check out Pikmin (and Pikmin 2 later this year).

KNIGHTLY PROGRESS

Has Nintendo any plans to produce another episode of Eternal Darkness in the near future? And what has become of the Silicon Knights studios that produced this game?

Steve N.
Via the Internet

There have been no announcements about another Eternal Darkness game, but you never know what may happen. The talented folks at Silicon Knights are still making games, though. They recently teamed up with Konami to make Metal Gear Solid: The Twin Snakes for GCN—the game was released in March. We hope to bring you news on Silicon Knights's next big project soon!

LOST CARAVAN

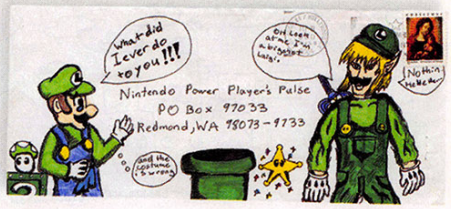
I'm playing Final Fantasy: Crystal Chronicles. It's a great game, [but] I'm on year five and something is wrong. I'm in Iron Mine Downs, and to go up further [you have to cross] the Miasma Stream, of course, but it's Earth

LETTER OF THE MONTH

In school, [we] read a book called *The Samurai's Tale*. In it, [the characters] talked about being reborn [because] they were Zen Buddhists. They were joking and they said that the main character would be reborn as a tanuki—a badger who sits around all day and drinks sake. When I read this, I thought of the Tanooki Suit from Super Mario Bros. 3. I noticed they were spelled differently, but the Tanooki suit does resemble a badger. Why are they spelled differently, and do they have a relevance to each other?

Alek H.
Oregon

The tanuki ("raccoon dog" in English) is actually not a badger. It is a real animal that belongs to the dog family—it's indigenous to Asia and parts of Europe. The tanuki's facial markings and body resemble that of a North American raccoon, but the critter has no rings on its tail. The Tanooki Suit was designed to look like the tanuki. The difference in spelling comes from a desire to emphasize the "oo" sound to encourage the correct pronunciation of the word.



element, and there is nowhere to change your chalice to Earth. The Jegon River is dried up, so I can't go across to change it. Is it a glitch or something? Can you help me?

Evan S.
Via the Internet

When the Jegon River dries up, your caravan's travel is limited—it's not a glitch. There are a few areas you can explore to complete the year, thus changing the Miasma Stream's element. Gather drops of Myrrh from the Myrrh Trees in Iron Mine Downs and Tipa Peninsula, and take the boat from Port Tipa to Kilanda and Lynari Isle. In the Lynari Desert you can obtain the mystery element—when your chalice is charged with it, you can pass through any Miasma Stream.

WHAT ARE THE ODDS?

I have one simple question to ask you guys at Nintendo Power. You know the questions on the sweepstakes form you always have in every issue? Do our answers affect our chances of winning that sweepstakes?

Logan W.
Hawaii

No, your answers don't raise or lower your chances of winning our monthly sweepstakes—all winners are drawn randomly. So why are the questions there? Your answers play a key role in helping us create a better magazine with all the features you want!

WARIO & COMPANY

Is WarioWare, Inc.: Mega Party Game$ going to be a Mario Party-style game, or is it going to be four players competing to see who can survive the longest?

ZoraLink90
Via the Internet

WarioWare, Inc.: Mega Party Game$ has nine party games and more than 200 hilarious microgames, but its style is completely different from the Mario Party series. The recently released GCN title features a wild variety of addictive and extraordinarily fast-paced diversions for up to four players. Check out our WarioWare-themed poster, and our review on pages 46-50. Let the party begin!

JIRACHI ON THE RISE

I was curious about whether Jirachi evolves or not?

Andrew S.
Kansas

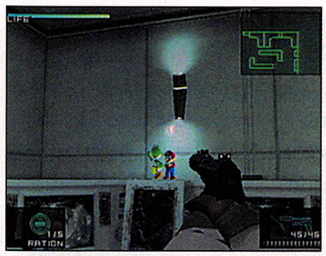
To date, there has been no indication that Jirachi can evolve, but the mysterious little Pokémon is a powerful ally with rare moves, such as its Doom Desire attack and Serene Grace ability. The elusive Jirachi was available only on the limited-editon Pokémon Colosseum presale disc.

BLAST THE BOBBLE-HEADS!

The developers for Metal Gear Solid: The Twin Snakes [must be] nuts. In your last screenshot on page 47 in Volume 178, it shows Snake aiming his gun at Yoshi and Mario. Why are they there? I know it's one of those developer jokes, but come on!

Adam Y.
Nebraska

It is a little inside joke, but not quite what you think. The Metal Gear Solid: The Twin Snakes development team means Mario and Yoshi no harm. What you saw in the screenshot are Mario and Yoshi bobble-head dolls. When you shoot the Mario bobble-head, it replenishes Snake's life completely.



OCTO-SIGHTING

My friend told me that there is an octopus in Animal Crossing that could be your neighbor. Is that true, because that would be really cool and I like octopi.

Zeldafreak333
Via the Internet

Your friend is right! Some neighbors in Animal Crossing are rarer than others, but Octavian the Octopus is a one-of-a-kind pal! He may appear in your town one day, so be on the lookout.

TRUE-BLUE POKÉMON FAN

I've always been curious about something: Do any of Nintendo's employees (consumer service reps, editors, etc.) watch the Pokémon cartoons on the Kids' WB? I'm just curious to know if I'm the only adult gamer in the universe that watches (and records) Pokémon on a regular basis. I stopped watching and recording it for about four or five months because [I felt] like maybe I'm too old for this (I'm 26), but I always felt so sad about it. I recently made a big Pokémon comeback and started recording it again, and I realized how much I missed it. It's one of life's guilty pleasures for me.

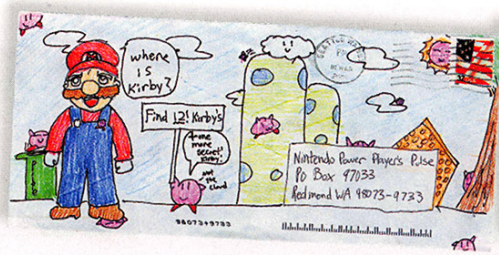
Jason M.
California

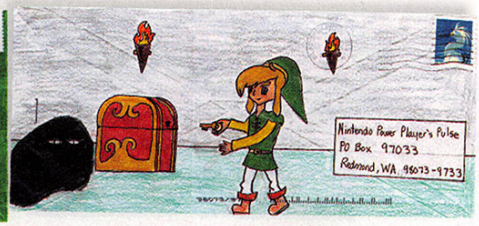
Yes, quite a few of us here at NOA watch the Pokémon *cartoon series. Although it has retained its ageless appeal, the Pokémon franchise has evolved over the years. For instance, The newest GCN Pokémon game—Pokémon Colosseum—has much more mature themes and graphics than previous games or the TV show.*

A GAMER'S BEST FRIEND

In Volume 178's Write Away, Right Away, we asked you to tell us how you use Nintendo Power magazine. We got some great (and unexpected) answers. Check 'em out and see how your usage compares.

When I read my Nintendo Power magazine, I always go to the Player's Pulse section first. Then I check the contents to see if there is anything about a game





I have. After [that] I just flip through the pages and see what else there is.

Ben S.
Massachusetts

I use NP to [stay] up to date on my favorite games. I keep up with the previews and reviews, but I hold off on reading strategies until I need them. When I complete a good game, I go back and read all the information on it to see what [the NP Krew] thought, and what other strategies and tricks I could use when I play again!

ToonLink
Via the Internet

I always read the reviews before getting a game. (Besides Zelda games—I love them so much that I just buy them!) In the past, before I subscribed to your magazine, I always bought games that looked good on the shelves. I usually ended up with a game that didn't fit my tastes at all. My friends (unfortunately) don't play games as often as I do, so I could never turn to them when I was thinking of buying a new game (they listened to me instead). After I subscribed to Nintendo Power, my life was changed. Now, before I buy a new game, I look it up in your review section. If it looks good to me, I buy it. Since I started reading your reviews, I've saved lots of money—money I've been able to use on the best of the best! Thank you for helping me and fellow video game fanatics in our quest to play the best games out there!

Sarah R.
California

I mainly use my NP for the reviews and previews. I like to find out about games in advance in order to begin saving up for them. I also like the technical stuff, like interviews [and] system/accessory info. The more, the better!

Kynto
Via the Internet

I use Nintendo Power to keep up on the latest games, and to see what games are for me. I [like to] look at those awesome drawings from Nintendo fans, too. Keep up the great drawings, guys! I read Player's Pulse, and for my free time, I sit down and read [every] page. I also like seeing the Screen Test—some of those lines are pretty funny!

Jeffrey W.
Via the Internet

I use my NP magazine as it should be used—I use the whole thing! Anything and everything in an NP magazine is useful to me. All of the sections help me out with my gaming. The news and previews help me find out what new games are coming out, and everything they're about. The reviews help me decide which games to buy. I love to show off the posters I get by [covering] my room with them. The contests are great, too (even though I haven't won anything). Every time I look over my NP magazines, I find new surprises and great jokes I overlooked.

Erick9988
Via the Internet

I use Nintendo Power for nearly everything. I read every single strategy [article], even if I don't own the game. I love reading the reviews so I can get the best games without renting them. In Player's Pulse [I like] to read letters from other Nintendo fans [and get] my questions answered by the Nintendo pros. My favorite thing in Nintendo Power is the Nintendo Power Awards, just to get a glimpse of what games are good from what everyone else says.

Gerard D.
New York

What do I do with *my* Nintendo Power magazines? Well, first of all, I use every strategy and code in the walkthroughs. I look at the pictures and articles to fully understand each new game, or a game I already have. Basically, I look at it until I have it memorized cover to cover. But the main thing I use my magazines for is decoration. I have the ultimate Nintendo tribute on the back of my door. Each issue I own, I flip through and cut out most of the pictures, [then] I arrange them into a collage. It's really cool and fun! I have about three collages in all now.

Rachel D.
Ohio

I use my NP magazines in many ways. It has helped me out in the last five years [I've] subscribed. I look in the [magazine] for new games and put them on my Christmas and birthday wish lists. I look over [every] page on games I want and get ready for [them] to come out. Then, finally, when a game comes out, I'm ready for it!

Jae C.
New York

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WRITE AWAY, RIGHT AWAY

We've noticed that our readers participate in quite a few Nintendo fan clubs and gaming events. Tell us about your gaming get-togethers. How did your group form? Do you meet regularly to discuss game strategies or hold tournaments? Get the word out about your club—we want to hear all about it! Send your stories and photos to the addresses listed in the 411 section on page 124.

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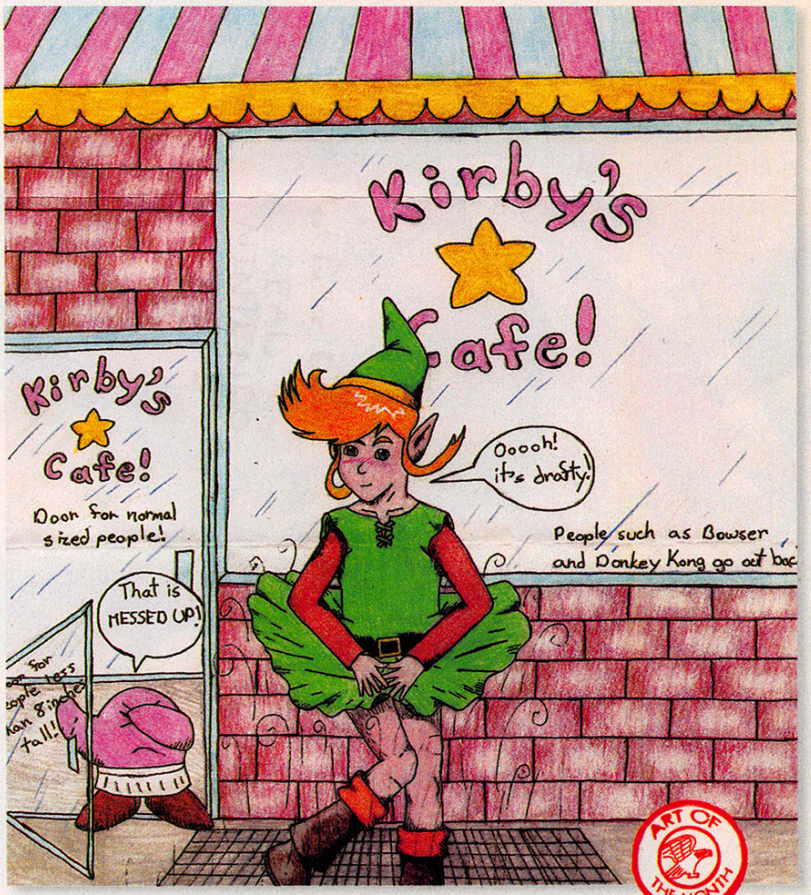
PLAYER'S PULSE ARTIST'S GALLERY



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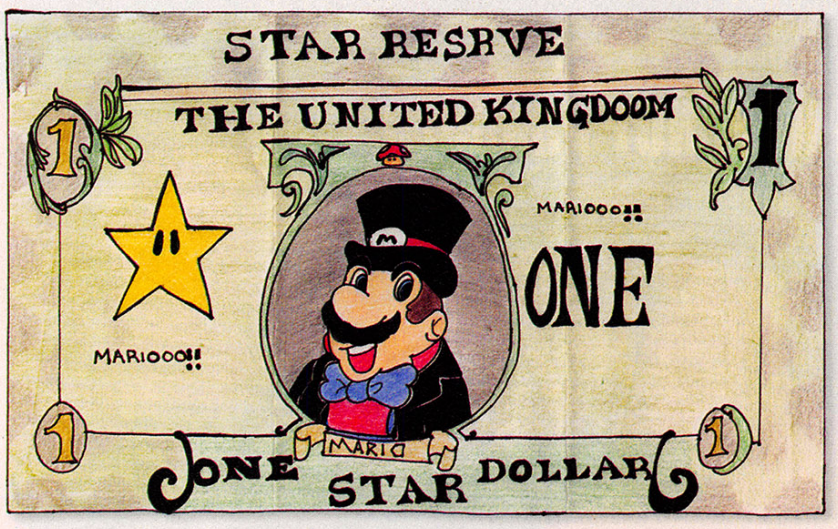

Elias M. • California

ATARI
DRAW CARDS, NOT SWORDS.

Don't Be Square, Groove with the Ware

www.warioware.biz

Last month we revealed some of the exciting features being added to warioware.biz in commemoration of Mega Party Game$—check out even more of the site's surprises below. In addition, when you register a copy of Mega Party Game$ on nintendo.com, you'll unlock exclusive WarioWare downloads.

The more you explore the site, the more crazy things you'll find. Even Mario is partaking in the party fun!

Play microgames in rooms such as Dr. Crygor's Lab and Club Sugar to find keys that unlock secret downloads.

Create a Mega Party Game$ party room for up to four players, complete with Flash microgames.

Calling All Robo Commanders

www.customrobo.com

The future of bot battling is almost here—check out customrobo.com to prepare. The site is packed with character, enemy and story info, gameplay video footage and slick downloads. You can even design a Custom Robo online and view a movie that stars your creation, or make your Robo into wallpaper for your computer. Whet your Custom Robo appetite even more at the game's product page at nintendo.com. Every week until the title's May 10 release, we'll reveal several spectacular pieces of official Custom Robo art in nintendo.com's online Robo Roll Call.

Classic Rivalry Reignited!

www.mariovsdk.com

The sparks are gonna fly on the GBA this May—the rivalry that started it all is back and bigger than ever in Mario vs. Donkey Kong. The game's site will sport the same old-school design as the game, such as navigation buttons that look like red, yellow and blue switches. You'll also find a Mario Toy Company Flash game that lets you produce your own digital Mini-Marios. The site will also offer Quicktime movies that highlight some of the game's toughest moves and levels.

An N-Sider Community First

www.nintendo.com/community

We recently sent out Custom Robo beta test discs to the N-Sider Sages, making them the first public group to score hands-on experience with the game. We may offer similar opportunities in the future, so stay tuned. We have nine new Sages this month—their names are displayed to the right. Congratulations and welcome, everyone!

New Sage Krew

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CAPT.JACK_SPARROW
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LINKS_SHADOW
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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

The Day of Reckoning is nigh! THQ unveiled WWE Day of Reckoning, exclusively for Nintendo GameCube, during the recent WrestleMania XX festivities in New York City. NP was there to catch all the action.

THE SPOTLIGHT

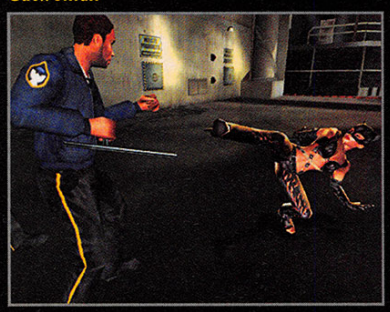
Killer 7

We've got new pics of Capcom's Killer 7 in this month's gallery. Someone should tell the hero that running indoors can be dangerous.

Second Sight

Free Radical treats NP readers to an exclusive show-and-tell of its upcoming third-person shooter, Second Sight.

Catwoman



Catwoman's got the moves and the costume to keep hapless foes mired in disbelief. We take a quick peek at EA's upcoming GCN title.

Ribbit King

If you've been wondering why you've not seen a frog in a while, wonder no more. It's all Bandai's fault!

I-Ninja

I-Ninja and five other great Namco titles are coming to GBA this year. This month's gallery focuses on four of the games.

Mario Golf: Advance Tour

GW takes a bird's-eye view of the latest Mario Golf game, which is loaded with RPG elements and Quick Play modes.

THE GAMING NEWS FOR JUNE 2004

DICE AWARDS 2004

Ubisoft's Prince of Persia was the big winner at the 2004 Academy of Interactive Arts & Sciences Dice Awards. Prince of Persia wowed the academy voters, who honored the title with Outstanding Achievement awards in animation, game design, innovation and visual engineering. Prince also won Console Game of the Year and Outstanding Achievement in the platform action-adventure category. Other winners included Soul Calibur II, The Legend of Zelda: The Wind Waker, Medal of Honor: Rising Sun, Mario Party 5, SSX 3, Madden NFL 2004 and Need for Speed: Underground. Congratulations to all the winners! Turn to page 90 to see the results of NP's own awards—the 2003 Nintendo Power Awards.

KUJU SIGNS WITH NINTENDO

Kuju, a leading UK developer, is working on a GCN-exclusive game for Nintendo. Development on the unnamed title is under way in the Action division of Kuju's London studio. "We are very pleased to have entered into an agreement with Nintendo for this innovative new game," says Ian Baverstock, Kuju's business development director. "Nintendo has an unrivaled reputation within the industry for the quality of their titles, and we're proud to be working directly with them. We'll share details of the game in due course."

MORE MEMORY FOR GCN

How's your memory? Do you run out of space on your current GCN Memory Card when saving a complete season of Madden? Say hello to the Memory Card 1019 (MSRP $29.99). The megamemory master can store anything you throw at it. It's coming to the rescue of memory-challenged players on June 7th.

ZELDA TALK AT GDC

Eiji Aonuma, producer of The Legend of Zelda: The Wind Waker, The Legend of Zelda: Majora's Mask and other Zelda games, spoke at the Game Developers Conference in San Jose about creating Zelda games. Mr. Aonuma mentioned that he is working on The Wind Waker 2—exciting news for Zelda fans the world over. If you'd like to read all of Mr. Aonuma's comments regarding what gives a Zelda game its unique flavor, please go to nintendo.com.

GTA TO GBA

In a recent financial announcement, Rock Star Games confirmed that a Grand Theft Auto auto game is in the works for GBA and that it is scheduled to be released later this year.

CLASSIC GAMING ON GBA

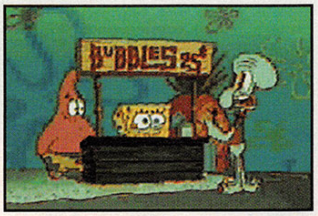
Beloved 8-bit games from the NES era are coming to North American GBA players on June 7th. The classic titles include The Legend of Zelda, Super Mario Bros., Donkey Kong, Excitebike, Ice Climber, Pac-Man, Xevious and Bomberman. Many of the games defined genres and paved the way for some of today's most popular franchises. With a Manufacturer's Suggested Retail Price of $19.99, the Classic NES Series is as attractive as the Classic NES Limited Edition GBA SP. Retro rocks!

MARIO IS BACK ON THE TOUR

Mario Golf: Advance Tour for GBA offers a solid round of golf and an extensive RPG story mode for players who want to build a superior golf character. In the story mode, Neil and his partner Ella are setting out on the road to golfing glory. You'll enter tournaments, practice your skills, improve your stats and eventually face the ultimate challenge when you qualify to play against Mario and his friends. Camelot's development team does the series proud.

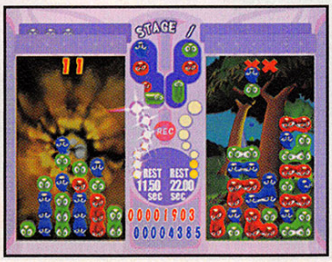
BRING ON THE VIDEO

The GBA Video library—coming this May—is packed with hit TV series, including *Yu-Gi-Oh!*, *Sonic X*, *Teenage Mutant Ninja Turtles*, *The Fairly OddParents!*, *SpongeBob SquarePants*, *All Grown Up!*, *Dora the Explorer* and *Stawberry Shortcake*, all published by Majesco. The first *Pokémon* episodes will be released by Nintendo June 21st, not in May as we reported last month. Look for our special GBA Video feature next issue.



SEGA'S GOT FEVER

Sega's classic Puyo Pop puzzle series gets an extreme makeover for Nintendo GameCube. Puyo Pop Fever's new fever mode accelerates high-scoring combo action that can give you headaches in the single-player story or bury an opponent in two-player. SonicTeam introduces new puzzle pieces to the franchise, including triple and quadruple sets and a giant Puyo. You'll find 13 new characters, as well. The feverish action begins in June.

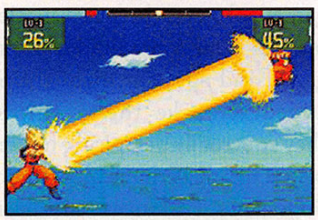


CATTING AROUND GOTHAM

EA Games has pounced on another major motion picture—Catwoman will debut on GCN and GBA later this summer. The DC Comics character, played by Halle Berry in the movie (and by you in the game), boasts extraordinary feline skills. She can leap with the strength of a leopard, dodge enemy bullets, run up walls and claw through baddies like a tiger through mice. You'll help Catwoman—raised from the dead by a rare Egyptian cat—seek the identity of her murderer through seven action-packed levels derived from the movie's scenes. Let's hope her curiosity doesn't get the better of her.

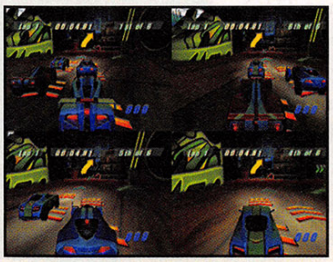
DRAGON BALL Z SUMMER

As DBZ fans will attest, there's no such thing as too much Dragon Ball. Atari obliges your insatiable desire with two new Dragon Ball Z titles for Game Boy Advance—Dragon Ball Z: Super Sonic Warriors (shown here) and Dragon Ball Z: Buu's Fury. The games are being developed by Banpresto and WebFoot, respectively, and promise plenty of DBZ-style battling and adventure. Both titles are scheduled to hit store shelves this summer.



HONEY, WHO SHRUNK THE CARS?

Jaleco's Room Zoom for Nintendo GameCube squeezes you into a toy car and sends you racing through Room Zoom manor, where eight interactive, wide-open environments offer household obstacles, hidden keys and breakneck speeds. One to four players can join in the miniature mayhem.



WWE DAY OF RECKONING

THQ recently hosted a huge World Wrestling Entertainment gala in New York City (site of WrestleMania XX) to debut its new GCN-exclusive wrestling title, WWE Day of Reckoning. After the release of WWE WrestleMania XIX, the developers gathered feedback from players to find out what they're looking for in this year's game. To meet player demands, the company is focusing on five key components: a unique and compelling story mode, a significant leap in overall graphic quality, clear differentiation between characters, increased strategy and the style and attitude of WWE television programming.

FROM JOBBER TO MAIN EVENTER

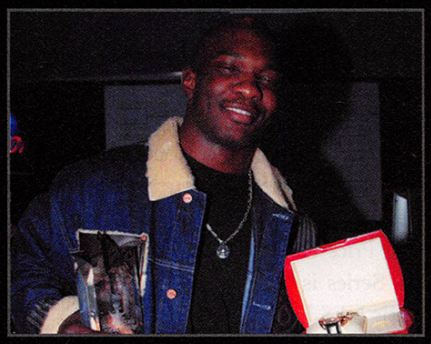
The number-one complaint that THQ heard from fans is that they weren't too keen on beating up construction workers and security guards in WrestleMania XIX. So instead, Day of Reckoning will feature a fully realized story mode with all of the plot twists, deception and betrayal you'd expect to see on an episode of *SmackDown!* or *Raw*. Your created character will start in the "minor leagues" of sports entertainment and will have to work his way up the ranks, ultimately earning a WWE contract and headlining Pay-per-Views.

STYLIN' AND PROFILIN'

As you can see from the screenshots, the character models in Day of Reckoning are incredibly detailed and lifelike. And the game looks even better in motion. The animation is far more fluid than in last year's game, and specular highlighting has been added to make the wrestlers look like they're actually perspiring under the arena's bright lights. Perhaps most importantly, the Superstars' entrances have been improved dramatically to mimic the pomp and circumstance that you see on TV (including the latest entrance music) more closely.

KNOW YOUR ROLE, JABRONI

You'll never see Rey Mysterio body-slam Big Show on SmackDown!, so the diminutive cruiserweight won't be able to pick up the 500-pound giant in the game, either. THQ is making sure that all of the characters in Day of Reckoning represent their real-life counterparts accurately. Each Superstar will be rated in six categories—strength, speed, stamina, countering ability, submissions and charisma—and gamers will have to adjust their playing styles accordingly.



THQ SUPERSTAR CHALLENGE

Ever wondered which WWE superstar rules the video game arena? If the THQ Superstar Challenge was any indication, it's one-half of the self-proclaimed World's Greatest Tag Team, Shelton Benjamin. The former WWE tag team champion defeated Nidia, Matt Morgan, John Cena and Kane to win the 16-Superstar tournament, which also included Bubba Ray and D-Von Dudley, Victoria, A-Train, Rey Mysterio, Christian, Trish Stratus, Billy Kidman, Torrie Wilson, The Hurricane and Steven Richards. After being soundly defeated by Benjamin in the semifinals, John Cena compared the champ to "the Wizard from the O.G. Nintendo movie."

TO BE THE MAN, YOU'VE GOTTA BEAT THE MAN.

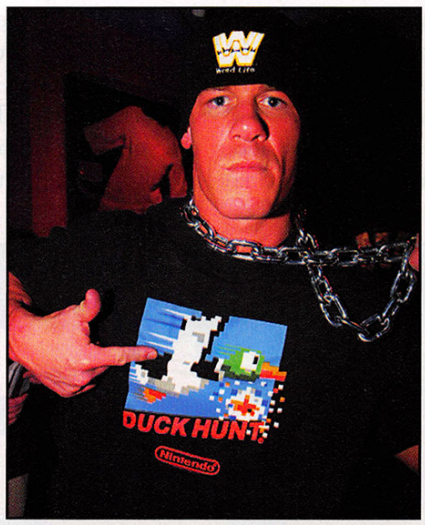
Taking your character's strengths and weaknesses into account isn't the only element of strategy. Location-specific damage enables you to focus on a certain part of your opponent's body before applying a submission hold—Triple H is more likely to tap out to the Crippler Crossface if you work on his arm for a while first. There's also a new submission meter that shows how close your opponent is to giving up or escaping from the hold. Each player can move the meter in his or her favor by mashing the A Button (think of it as a tug of war). In addition, "international" objects such as steel chairs deal a lot more damage than they did in previous games, but to compensate for the increased devastation, they'll break after one or two strikes. If you find yourself on the receiving end of such punishment, you can pull off a new momentum-shifting move that allows you to turn the tide of the match for a short time and make a Hulk Hogan-style comeback.

WWE ATTITUDE

Last but not least on THQ's to-do list is making the game look and feel more like a real WWE broadcast. That includes a more dynamic camera, along with TV-style transitions and replays. Big moves have a greater sense of impact as the camera cuts to give you the best view of the action. There's also a bit more of the trademark WWE Attitude thanks to the inclusion of the Bra & Panties match. WWE fans, your day of reckoning is coming this September.

WWE HALL OF FAME INDUCTION CEREMONY

Though THQ is keeping mum on which legends will be included in Day of Reckoning, they did invite us to the 2004 WWE Hall of Fame Induction Ceremony, held the night before WrestleMania. This year's inductees were "Superstar" Billy Graham, Bobby "The Brain" Heenan (who's recovering from throat cancer and stole the show with his hilarious and, at times, touching speech), "Magnificent" Don Muraco, Harley Race, Tito Santana, Sgt. Slaughter, Big John Studd, Greg "The Hammer" Valentine, Jesse "The Body" Ventura, Junkyard Dog and special celebrity inductee Pete Rose. We've got our fingers crossed that at least a few of these new Hall of Famers will show up in the game.



WORD LIFE!

As always, John Cena represented the old school by sporting a Duck Hunt T-shirt at the Superstar Challenge. After the event, the "doctor of thugonomics" spotted our reporter's Nintendo Power media badge and took a moment to rap with us.

John Cena: Yeah, yeah man! Nintendo Power! The first magazine! The first magazine!

Nintendo Power: Hey man, tell me about the shirt.

JC: This company came out with this series of clothes. I was shopping around, I saw that they had these shirts. Excitbike, Metroid, Donkey Kong, The Legend of Zelda with the gold box. I got 'em all. I'm too young for Atari, so I grew up with the NES. I'm a huge Tecmo Super Bowl fan, I'm a huge RBI Baseball fan, Baseball Stars. I'm still playing these games right now, man, I'm still playing these games today.

NP: What's your favorite old-school NES game?

JC: Favorite old-school NES game by far is Tecmo Super Bowl. It was the first game that used all the real NFL teams, all the real NFL players. You could create your own player, they kept stats for you. It was ill, man. It was ill.

NP: What's gonna happen in your match (against Big Show) on Sunday?

JC: Sunday, it's a new day for the WWE. You're gonna see a rookie like me, this is my first time in a WrestleMania ring, WrestleMania XX, biggest Pay-per-View on the planet, I'm coming in and kicking the door down. I don't care if I'm against a grizzled vet. I don't care if he's seven feet tall, I don't care if he's 10 feet tall. I don't care if I'm fighting Gary Coleman. Your boy's coming out with some shine.

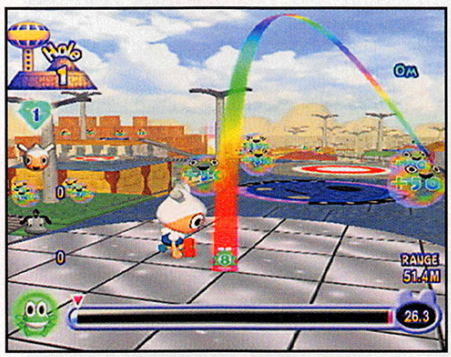
And sure enough, Cena emerged from WrestleMania XX as the United States Champion with a little help from his Word Life brass knuckles.

JULY GALLERY

This month's gallery has something for everyone. Capcom's Killer 7 is one of the most anticipated titles of the year for older gamers. Ribbit King and Backyard Basketball should appeal to younger players. And we expect just about everyone to find a favorite in Destination's library of great Namco titles.

Backyard Basketball
Atari's Backyard series invites much shorter versions of Shaq, LeBron James, Ray Allen and eight other top NBA stars to hit the hardwood on GBA.

Killer 7
We've snagged several new views of Capcom's stylish cel-shaded Killer 7. We expect the GCN-exclusive release later this year or in early 2004.

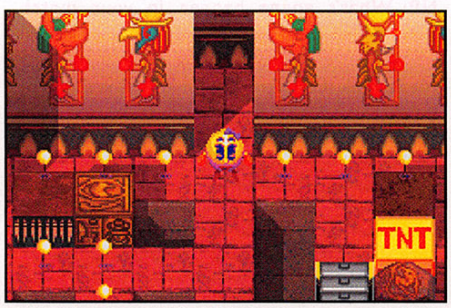


Ribbit King
Is it a strange new form of golf, or amphibian abuse? Bandai's Ribbit King for Nintendo GameCube combines action and links-style gameplay in which "frolfers" cause frogs to leap along a course by pounding mallots next to the terrified creatures.

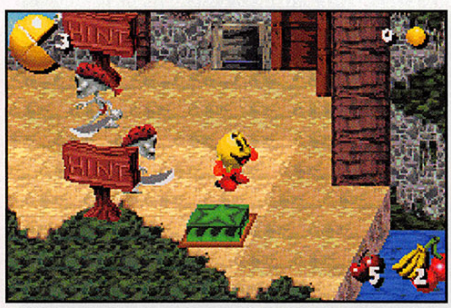
NAMCO'S DESTINATION IS GAME BOY ADVANCE

Destination Software and Namco are teaming up to bring a broad selection of tantalizing Namco titles to Game Boy Advance. The games are fresh takes on established Namco franchises, ranging from action-platformers to first-person shooters. Kill Switch and Pac-Man World are scheduled to be released in late summer, and the rest of the games are coming this fall. Also look for Dead to Rights and Smashing Drive, which are too early in development to show you this month.

I-Ninja
The acrobatic ninja runs, jumps and grinds through five worlds in his GBA debut. Destination has recreated key I-Ninja actions, such as ball-rolling and fast-paced roller coaster-style inertia runs.



Ms. Pac-Man Maze Madness
Ms. Pac-Man's updated Maze Madness adventure is a treasure trove of puzzle action.



Pac-Man World 20th Anniversary
Pac-Man abandons the 2-D mazes of his youth to strike out in a new and adventurous direction.

Kill Switch
Secret ops all over the world require sharp-shooters with nerves of steel.

A FIRST LOOK AT SECOND SIGHT

Few first-person shooters are as highly revered as N64 classic GoldenEye 007. When key members of the GoldenEye development team formed Free Radical Design, they continued to turn heads with the TimeSplitters series. Later this year, the group will introduce its first third-person-perspective game, Second Sight. It's a dark adventure featuring a hero who has psychic powers. Free Radical Design's director, David Doak, gave us the lowdown on the new game and a batch of exclusive screenshots.

GW: What were the biggest challenges and benefits of making a third-person-perspective adventure after you had so much success with first-person shooters?

DD: Everyone warns of the three deadly Cs of third-person games: controls, camera and combat. It's essential to get them all right. It was a very exciting but scary day two years ago when we first took the camera out of the head of the player character in our test bed prototype. There's been a lot of code, animation and artwork under the bridge (and in and out of the bin!) since then. It wasn't easy, but we knew the challenges before we started and [we] expected a long process of experimentation and refinement. We're very proud of the results.

The obvious benefit is that you can always see your character onscreen. I think this helps considerably with the immersion and storytelling—particularly for Second Sight, where we have two time frames—"before" and "after"—which feature different versions of John Vattic.

GW: Free Radical's FPS titles have emphasized weapon-based combat. Second Sight's third-person perspective opens the possibility of strong hand-to-hand combat. What is your approach to the physical interaction between characters?

DD: Hand-to-hand [combat] wasn't a major focus. John Vattic is not a brawler. He can punch and kick [as] the last resort, but really his skills lie elsewhere. We certainly haven't abandoned our first-person gunplay experience. Instead, we've developed an innovative and intuitive third-person weapon-targeting and -aiming system which is consistent across the conventional guns and psychic abilities.

GW: Stealth exploration plays a strong role in the game. Several recent releases, such as the Splinter Cell games and Metal Gear Solid: The Twin Snakes have also featured stealth elements. What new ideas does Second Sight bring to the table?

DD: We didn't obsess about it. It's important, but it is a component, not an end in itself. The game offers ample opportunities for conventional stealth, but we don't compel the player to follow that route. The Charm psychic ability (a kind of psychic invisibility) allows for some nice stealth improvisation without forcing the player to learn enemy patterns, etc. I think we're offering something quite fresh: weapon-based combat and stealth that are enhanced by the set of psychic abilities available to the player.

GW: What games and/or gameplay systems inspired you in developing the character's psychic abilities?

DD: None really. There wasn't any established history to draw on, which was good, as it didn't bias us toward or against someone else's system. The system we have developed is readily accessible but has depth which the skilled player can pick up on and use to finesse.

GW: What is your favorite among the psychic abilities?

DD: It has to be Telekinesis. It opens up so many gameplay opportunities. From frightening enemies with flying TV monitors to flinging explosive barrels at them, to throwing them bodily through plate-glass windows. It's always fresh and entertaining! Although you wouldn't want it going on in your own house!

GW: What makes a great adventure game?

DD: Tell the story well. Engage the player in the emotions of the characters and in what happens to them. If you are going to be fantastical, keep the world consistent and believable.

In Second Sight we take a realistic world and add one big "what if"—what if psychic abilities existed? The plot of the game is driven by the implications and consequences of that one thing—ultimately how it might be abused and corrupted.

GW: How has Second Sight's game design evolved during production?

DD: The biggest change has been increasing the focus on the psychic abilities. When we began production and began implementing "psi" in a gameplay environment, it rapidly became clear that people wanted to do more and more psychic stuff. That was the "fun" thing. This was especially true of telekinesis which had big technical implications. We certainly didn't anticipate the degree of interactivity and physics coding which has been involved!

GW: The game story switches back and forth between the present and the past, with past events having an influence on the present. What kind of development challenges did that concept pose?

DD: We had to nail down the story completely in pre-production. No making it up as we went along! The story is very tightly plotted—something that will really only become fully apparent when the player finishes the game. In some ways this was actually quite freeing to work with. Working within constraints often helps rather than hinders creativity.

GW: What were the biggest challenges in creating the game's visuals?

DD: Keeping high levels of consistency and quality throughout [and] aiming for achievable targets—all of the usual things. Backgrounds and characters in Second Sight are more complicated and detailed than anything we've done previously so it was important to set a standard and keep to it. On the technical side, the programmers have done a superb job of implementing lighting, shadows and special effects which really add to the believability and enhance the portrayal of the psychic abilities.

GW: How would you describe Second Sight's graphic style, and how does it work with the story and gameplay?

DD: Realistic but with strong character. The story of Second Sight takes place in a much more serious and familiar world than TimeSplitters 2. However, our interpretation of that world is through an identifiable Free Radical art style.

With the backgrounds that means that even industrial or military locations have been somewhat stylized [so] that they are more pleasing onscreen. I don't think it's anything different from what happens with film locations, but it's nice that people identify it in Free Radical games.

For the characters we have deliberately kept an element of caricature in the modeling. This gives a foundation for conveying emotion and characterization in the game. We felt that it was very important not to have bland mannequins. In video game worlds "realistic" can too easily become "boring."

GAME WATCH FORECAST

NINTENDO GAMECUBE

- BACKYARD BASKETBALL
- BAD BOYS II
- BRATZ: FORMAL FUNK
- CATWOMAN
- CONAN: THE DARK AXE
- CRUSHED BASEBALL 2004
- DEAD PHOENIX
- DEXTER'S LABORATORY
- DIGIMON RUMBLE ARENA 2
- DIGIMON WORLD 4
- FIRE EMBLEM
- GALIDOR: DEFENDERS OF THE OUTER DIMENSION
- GEIST
- GOLDENEYE 2
- HARRY POTTER AND THE PRISONER OF AZKABAN
- THE INCREDIBLES
- JUSTICE LEAGUE
- KILLER 7
- LEGENDS OF WRESTLING: SHOWDOWN
- MARIO TENNIS
- MEDABOTS: INFINITY
- MEGA MAN ANNIVERSARY COLLECTION
- MEGA MAN X: COMMAND MISSION
- METROID PRIME 2
- MOBILE SUIT GUNDAM THE MOVIES
- ONE PIECE: TREASURE BATTLE
- PAPER MARIO 2
- PIKMIN 2
- PILLAGE
- RAINBOW SIX 3: RAVEN SHIELD
- RESIDENT EVIL 4
- RIBBIT KING
- ROCKET POWER: ZERO GRAVITY ZONE
- SCALER: THE SHAPE SHIFTING CHAMELEON
- SECOND SIGHT
- SHREK 2
- SPIDER-MAN 2
- STAR FOX
- STARCRAFT: GHOST
- STREET RACING SYNDICATE
- TALES OF SYMPHONIA
- TERMINATOR 3: REDEMPTION
- TIMESPLITTERS 3
- TINY TOONS: DEFENDERS OF THE LOONI-VERSE
- TOM CLANCY'S SPLINTER CELL PANDORA TOMORROW
- UNITY
- WARIOWARE, INC. : MEGA PARTY GAME$
- WORLD CHAMPIONSHIP POOL 2004
- WWE: DAY OF RECKONING
- X-MEN LEGENDS
- ZOIDS: BATTLE LEGENDS

GAME BOY ADVANCE

- A SOUND OF THUNDER
- AERIAL ACES
- ASTRO BOY
- BEJEWELED
- CATWOMAN
- CRASH BANDICOOT PURPLE: RIPTO'S RAMPAGE
- CUSTOM ROBO GX
- DEAD TO RIGHTS
- DIGIMON RACING
- DISNEY'S HOME ON THE RANGE
- DISNEY'S PARTY
- DONKEY KONG COUNTRY 2
- DR. SEUSS: THE SEUSSATIONAL JOURNEY
- DRAGON BALL Z: BUU'S FURY
- DRAGON BALL Z: SUPER SONIC WARRIORS
- DUEL MASTERS: SEMPAI LEGENDS
- FAMITSA ADVANCE
- GRAND THEFT AUTO
- HAMTARO: RAINBOW RESCUE
- HYPERSPACE DELIVERY BOY
- I-NINJA
- THE INCREDIBLES
- KILL SWITCH
- KINGDOM HEARTS: CHAIN OF MEMORIES
- LADY SIA II
- MARIO GOLF: ADVANCE TOUR
- MARIO VS. DONKEY KONG
- MEGA MAN BATTLE NETWORK 4
- MEGA MAN MANIA
- METAL SLUG ADVANCE
- MICKEY'S MAGICAL QUEST 3
- MOBILE SUIT GUNDAM SEED
- MONSTER TRUCK MADNESS 2.0
- MS. PAC-MAN: MAZE MADNESS
- OGGY AND THE COCKROACHES
- ONE PIECE: GRAND BATTLE
- PAC-MAN WORLD 20TH ANNIVERSARY
- PAINTBALL
- PUYO POP FEVER
- RADIUM
- RIVER CITY RANSOM ADVANCED
- RIVER KING
- ROAD RASH: JAILBREAK
- SABRE WULF
- SD GUNDAM FORCE
- SERIOUS SAM ADVANCE
- SHAMAN KING
- SHINING FORCE
- SHREK 2
- SITTING DUCKS
- SMASHING DRIVE
- SONIC ADVANCE 3
- SPEED BALL 2: BRUTAL DELUXE
- SPIDER-MAN 2
- SPY MUPPETS: LICENSED TO CROAK
- SPYRO ORANGE: THE CORTEX CONSPIRACY
- TALES OF PHANTASIA
- TALES OF THE WORLD: NARIKIRI DUNGEON 2
- THUNDER ALLEY
- TINY TOON ADVENTURES: SCARY DREAMS
- ULTIMATE TABLE GAMES
- VAN HELSING
- WORLD REBORN
- X-BLADEZ: INLINE SKATER
- XS MOTO
- XYANIDE
- YU-GI-OH! RESHEF OF DESTRUCTION

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

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POWER CHARTS.180

Nintendo GameCube

Final Fantasy: Crystal Chronicles debuts as the best-selling title on any platform this month. The next game to feature connectivity prominently, Four Swords Adventures, is getting a lot of play time around the NP office.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	FINAL FANTASY: CRYSTAL CHRONICLES	•	1
2	MARIO KART: DOUBLE DASH!!	2	4
3	SONIC HEROES	1	2
4	JAMES BOND 007: EVERYTHING OR NOTHING	•	1
5	SUPER SMASH BROS. MELEE	5	26
6	MARIO PARTY 5	4	4
7	NFL STREET	3	2
8	LUIGI'S MANSION	8	20
9	SUPER MONKEY BALL	12	7
10	SUPER MARIO SUNSHINE	6	14
11	PAC-MAN WORLD 2 W/ PAC-MAN VS.	11	3
12	NEED FOR SPEED: UNDERGROUND	7	4
13	YU-GI-OH!: THE FALSEBOUND KINGDOM	17	3
14	DRAGON BALL Z: BUDOKAI	14	4
15	NAMCO MUSEUM	•	1
16	*STAR WARS* ROGUE SQUADRON III: REBEL STRIKE	10	4
17	SONIC ADVENTURE 2: BATTLE	•	17
18	THE LEGEND OF ZELDA: THE WIND WAKER	16	10
19	THE LORD OF THE RINGS: THE RETURN OF THE KING	9	4
20	ANIMAL CROSSING	15	13

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES	•	1
2	METAL GEAR SOLID: THE TWIN SNAKES	2	3
3	MVP BASEBALL 2004	1	2
4	JAMES BOND 007: EVERYTHING OR NOTHING	6	3
5	WARIOWARE, INC.: MEGA PARTY GAME$	3	2
6	MARIO KART: DOUBLE DASH!!	11	7
7	POKéMON COLOSSEUM	5	4
8	DONKEY KONGA	8	3
9	FINAL FANTASY: CRYSTAL CHRONICLES	7	8
10	BEYOND GOOD & EVIL	4	7
11	SOUL CALIBUR II	•	10
12	VIEWTIFUL JOE	•	11
13	PRINCE OF PERSIA: THE SANDS OF TIME	12	5
14	HARVEST MOON: A WONDERFUL LIFE	16	4
15	THE LEGEND OF ZELDA: THE WIND WAKER	•	12
16	SERIOUS SAM: NEXT ENCOUNTER	•	2
17	WORMS 3D	10	2
18	TIGER WOODS PGA TOUR 2004	•	5
19	GOBLIN COMMANDER: UNLEASH THE HORDE	•	3
20	PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION	20	4

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	RESIDENT EVIL 4	GCN	2	12
2	METROID PRIME 2	GCN	3	4
3	TALES OF SYMPHONIA	GCN	1	9
4	PAPER MARIO 2	GCN	•	1
5	FIRE EMBLEM	GCN	•	1

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE

Game Boy

On the Player's Choice chart, Fawful fought off a resurgent Fire Emblem this month, declaring, "In the last moments of the finale of the finale, when relief leads to negligence that begets rashness . . . that is when the comeback that faltered comes back and beats your pathetic comeback that I scoff at!"

TOP-SELLING GAMES* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	METROID: ZERO MISSION	•	1
2	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	1	5
3	YU-GI-OH!: WORLD CHAMPIONSHIP TOURNAMENT 2004	•	1
4	POKéMON RUBY	4	11
5	POKéMON SAPPHIRE	6	9
6	TEENAGE MUTANT NINJA TURTLES	9	2
7	SONIC BATTLE	2	2
8	DONKEY KONG COUNTRY	•	6
9	YU-GI-OH!: THE SACRED CARDS	5	4
10	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	10	19

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	MARIO & LUIGI: SUPERSTAR SAGA	1	7
2	FIRE EMBLEM	5	9
3	METROID: ZERO MISSION	2	5
4	MARIO VS. DONKEY KONG	•	1
5	FINAL FANTASY TACTICS ADVANCE	3	12
6	SHINING FORCE: RESURRECTION OF THE DARK DRAGON	•	1
7	GOLDEN SUN: THE LOST AGE	9	11
8	ADVANCE WARS 2: BLACK HOLE RISING	•	6
9	WARIOWARE, INC.: MEGA MICROGAME$	4	13
10	HARVEST MOON: FRIENDS OF MINERAL TOWN	8	9

*Player's Choice and Most Wanted information courtesy of the NP Krew.

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SCREEN TEST

What's going on here? We've come up with a caption that's as funny as all get-out, but see if you can do better—send your best lines to poweron@nintendopower.com.

Practice your piano, or no cat for you.

YOUR SCREEN TEST CAPTIONS

Our line was: The bus was tagged out, but poor Jimmy would never walk again.

It's the new generation of baseball—busball! —*Lalgpf20*
Watch out! The school bus is stealing home! —*Patrick R.*
Mmmmm . . . donuts. —*Tyler M.*
Hey, you can't hide in a bus when playing tag! —*Andrew S.*
When the passenger said to take him home, the bus driver took it a bit too literally. —*Jad Abi-M.*
Good thing the prison is just up the hill. —*Kaji*
Take me out to the ballgame, take me out to the . . . AAAA! —*Angus N.*
And that's why Ralph Wiggum would never, ever drive the bus again. —*Aaron T.*
Normally Grandma is a safe driver, but get her in a rental . . . —*Cody B.*
The umpire realized that his tiny brush wasn't going to get that charred rubber off of home plate. —*Steve V.*
The bus was tired of sitting on the bench. Today he would play at any cost! —*Robert S.*
This pitch may only be 60 miles an hour, but it packs a wallop. —*Morgan H.*
That'll teach him not to hit me with another pitch! —*David F.*
Worst . . . driving . . . ever. —*Soringo*

CORRECTION CORNER

You hate to make a mistake with the king of darkness, but that's just what we did in Volume 178. In our interview with the voice of Sauron, we misspelled Sala Baker's name. Hopefully he won't send the Nazgul after us!

THE NP KREW'S 2003 NINTENDO POWER AWARDS

Each year, The NP Awards let you vote on which games were the best of the previous year. And year after year our reviewers look over the results and say, "What were they thinking?!" It ends here! Without further ado, we present our choices for key categories from the 2003 NP Awards. When you're finished, turn to page 90 and see how the rest of the world voted.

NOA SCOTT

GAME OF THE YEAR (GCN)
The Legend of Zelda: The Wind Waker
An amazing, immersive experience. Even so, it was tough to pick one from all the great games in 2003.

GAME OF THE YEAR (GBA)
Mario & Luigi: Superstar Saga
I laughed so hard I thought my head was going to fall off.

BEST GRAPHICS (GCN)
Prince of Persia: The Sands of Time
As lovely as a tree, and a lot more fun.

BEST GRAPHICS (GBA)
Gekido Advance: Kintaro's Revenge
What a surprise! Gekido came out of nowhere, and not only does it look great, it's fun to play.

BEST SOUND (GCN)
NCAA Football 2004
The incredible number of school fight songs helps set the mood of a college football game perfectly.

BEST ORIGINAL MUSIC (GCN)
Hitman 2: Silent Assassin
Orchestral, rich and emotive. You almost feel like you should be wearing a tux to listen to it.

BEST MUSIC/SOUND (GBA)
Max Payne Advance

BEST RPG/STRATEGY GAME (GBA)
Final Fantasy Tactics Advance
You may think outer space is big, but it's nothing compared to FFTA.

BEST ADVENTURE/PLATFORMER
The Legend of Zelda: The Wind Waker

BEST ACTION GAME/SHOOTER
Viewtiful Joe

BEST SPORTS GAME (GCN)
Tiger Woods PGA Tour 2004
I love the way the game makes me feel like I don't stink at golf.

BEST MULTIPLAYER
Soul Calibur II

BEST CUT SCENES
XIII

BEST INTRO
Soul Calibur II
I'd like to see this one on the silver screen.

MOST PLEASANT SURPRISE
Freedom Fighters

MOST OVERLOOKED
Beyond Good & Evil

BEST VILLAIN
Fawful (Mario & Luigi: Superstar Saga)

THE GREATEST CHALLENGE
Beating Story Mode in F-Zero GX
I swear I could do it if I just had a month to practice.

NOA JESSICA

GAME OF THE YEAR (GCN)
The Legend of Zelda: The Wind Waker
The Wind Waker is one of those rare gems that reminds gamers like myself what sparked our passion for video games in the first place.

GAME OF THE YEAR (GBA)
Final Fantasy Tactics Advance
Any game I can play for over 300 hours, work on the Player's Guide for and still enjoy enough to play in my free time is pretty darn incredible.

BEST GRAPHICS (GCN)
Prince of Persia: The Sands of Time

BEST GRAPHICS (GBA)
Castlevania: Aria of Sorrow
It takes talent to take such a dark world and breathe life into it with dynamic lighting, textures and decor.

BEST SOUND (GCN)
The Lord of The Rings: The Return of the King

BEST ORIGINAL MUSIC (GCN)
Skies of Arcadia Legends
The music in Skies of Arcadia Legends is so catchy, I found myself exploring areas I'd already completed just to hear the music again.

BEST MUSIC/SOUND (GBA)
Golden Sun: The Lost Age

BEST RPG/STRATEGY GAME (GBA)
Fire Emblem
This was the toughest category to choose a winner for. What it came down to for me was a game that has the perfect mix of challenging and compelling gameplay, well-written dialogue, memorable characters and a unique story.

BEST ADVENTURE/PLATFORMER
Beyond Good & Evil
BG&E is deserving of way more attention than it got, but alas, it didn't have gore and gratuitous violence. What's wrong with you people?

BEST ACTION GAME/SHOOTER
Viewtiful Joe

BEST SPORTS GAME (GCN)
Madden NFL 2004

BEST MULTIPLAYER
Soul Calibur II
Gorgeous graphics and music, endless multiplayer possibilities and the ability to cleave your friends in two—what more could you ask for?

BEST CUT SCENES
Enter the Matrix

BEST INTRO
Lost Kingdoms II
The Lost Kingdoms II intro gives me chills every time I watch it. The player gets such a great feel for the main character, the difficult life she's lived and the haunting world she exists in.

MOST PLEASANT SURPRISE
Buffy the Vampire Slayer: Chaos Bleeds
It's rare that a TV series is turned into a game and manages to maintain the spirit of the series. After playing Chaos Bleeds, however, I'm very pleasantly surprised—it's an incredibly fun, well-designed game.

MOST OVERLOOKED
CIMA: The Enemy
CIMA is one of those RPG gems that, for whatever reason, no one seems to know about. Its unique story, innovative strategy-based fighting system and humorous dialogue make it well worth playing. Check it out!

BEST VILLAIN
Sonia (Fire Emblem)
Some villains are mean-spirited, some are power-hungry, some are out of their minds, and others have a personal vendetta with the hero. Once in a while, however, you find a villain who is just downright evil, such as Sonia.

THE GREATEST CHALLENGE
Finishing Fire Emblem without losing a single character
If you've tried accomplishing this feat, you understand why I've picked it as the gaming challenge of the year. It's near impossible to do—if you do manage to succeed, you'll be a little crazy afterward.

NOA STEVEN

GAME OF THE YEAR (GCN)
Beyond Good & Evil
A deeper video game story hasn't been told since Eternal Darkness. In my book, BG&E's story ranks among the better yarns spun by classic sci-fi masters like Heinlein and Bradbury.

GAME OF THE YEAR (GBA)
Fire Emblem
Fire Emblem adds a truly human cost to battle by putting so much emphasis on character development and by eliminating your friends after they fall in combat.

BEST GRAPHICS (GCN)
The Legend of Zelda: The Wind Waker
After two years of developers' simply spackling cel-shading on top of old gameplay ideas, The Wind Waker was the game that finally made the cel-shading breakthrough.

BEST GRAPHICS (GBA)
Wario Ware, Inc: Mega Microgame$
I'll vote for expressionism over realism every time.

BEST SOUND (GCN)
Viewtiful Joe
Bone-shattering explosions in three speeds? Voices from the William Shatner School of Ham? Half of Joe's brilliance was the sound and voice work.

BEST ORIGINAL MUSIC (GCN)
Beyond Good & Evil
BG&E's signature theme was brimming with so much beautiful melancholy that sometimes I'd just leave the game on in the background.

BEST MUSIC/SOUND (GBA)
WarioWare, Inc.: Mega Microgame$
I'd throw my vote to Max Payne's sheer quantity of noir voice work (30 minutes!) if not for WarioWare's quantity and quality of weirdness.

BEST RPG/STRATEGY GAME (GBA)
Fire Emblem

BEST ADVENTURE/PLATFORMER
Beyond Good & Evil

BEST ACTION GAME/SHOOTER
Viewtiful Joe
Its highest difficulty setting is so hard that it's almost criminal. I admire that.

BEST SPORTS GAME (GCN)
1080°: Avalanche

BEST MULTIPLAYER
Mario Kart: Double Dash!!

BEST CUT SCENES
Enter the Matrix
If you're a Matrix fan, you couldn't say you'd had the complete experience from the movies—you had to see the video game footage as well.

BEST INTRO
Beyond Good & Evil
BG&E asserted its storytelling emphasis right from the explosive get-go. No sooner were you introduced to Jade Zen-ing outside of her sci-fi lighthouse, than meteors crashed down and disgorged aliens that possessed the kids. That's high stakes, and BG&E pulled it off with aplomb.

MOST PLEASANT SURPRISE
Freedom Fighters

MOST OVERLOOKED
Beyond Good & Evil
Critics trumpeted BG&E as a masterpiece, but, for some reason, people didn't pay much attention. Find it, play it and add it to your all-time faves.

BEST VILLAIN
Team Aqua and Team Magma (Pokémon Ruby & Pokémon Sapphire)
They nearly destroyed the planet by pursuing their ecological agendas. Let's see: start an apocalypse by flooding the world or by boiling the oceans dry?

THE GREATEST CHALLENGE
Finishing Fire Emblem without losing a single character
I'll trump it with a greater challenge: not losing sleep because you've lost beloved characters due to idiotic negligence.

NOA STEVE

GAME OF THE YEAR (GCN)
The Legend of Zelda: The Wind Waker
Link's latest adventure is every bit as fun and engaging as I hoped it would be, further cementing The Legend of Zelda as my favorite game series. Honorable mentions go to BG&E, Mario Kart: Double Dash!!, Prince of Persia, Billy Hatcher, Soul Calibur II and Viewtiful Joe.

GAME OF THE YEAR (GBA)
Castlevania: Aria of Sorrow
I had a hard time deciding between this and Superstar Saga, but in the end, not even Luigi's unparalleled charisma could overcome the pure joy of whipping Dracula's minions but good.

BEST GRAPHICS (GCN)
The Legend of Zelda: The Wind Waker
I'm ashamed to admit that I was one of the naysayers. When I first saw The Wind Waker's cel-shaded visuals, I wondered what they had done to my beloved Zelda. Of course, after playing the game I feel like a complete fool.

BEST GRAPHICS (GBA)
Castlevania: Aria of Sorrow
Thank goodness for the GBA—the last bastion of hand-drawn goodness.

BEST SOUND (GCN)
The Lord of the Rings: The Return of the King
Hooked up to my surround sound system, it literally made my apartment rumble.

BEST ORIGINAL MUSIC (GCN)
Hitman 2: Silent Assassin

BEST MUSIC/SOUND (GBA)
Castlevania: Aria of Sorrow

BEST RPG/STRATEGY GAME (GBA)
Mario & Luigi: Superstar Saga
Genuinely funny games are exceedingly rare, but Mario & Luigi made me laugh out loud on numerous occasions. The sense of humor, innovative dual-character play mechanic and fun battles helped set the game apart in a banner year for GBA RPGs.

BEST ADVENTURE/PLATFORMER
The Legend of Zelda: The Wind Waker

BEST ACTION GAME/SHOOTER
Viewtiful Joe
Henshin-a-go-go, baby!

BEST SPORTS GAME (GCN)
Madden NFL 2004
I derive endless enjoyment from defeating Alan with my Minnesota Vikings in Madden NFL 2004. I probably put more hours into that than any other game on this list.

BEST MULTIPLAYER
Mario Kart: Double Dash!!
As much as I love Pac-Man Vs., nothing can match the thrills of sitting down with three friends and hurling Koopa shells at each other.

BEST CUT SCENES
R: Racing Evolution
Sure, they're a bit gratuitous, but R: Racing Evolution's cut scenes demonstrate Namco's mastery when it comes to CG animation.

BEST INTRO
Soul Calibur II
See above, minus the gratuitous part. (Well, except Ivy. And Voldo.)

MOST PLEASANT SURPRISE
Freedom Fighters
Who'd have thunk that gunning down pinko commies could be so much fun?

MOST OVERLOOKED
Billy Hatcher and the Giant Egg
I will never understand why more people didn't latch on to Billy Hatcher. It's an incredible platformer by one of the genre's best development teams, and perhaps the most downright charming game I've ever played.

BEST VILLAIN
Fawful (Mario & Luigi)
Five words: the mustard of your doom.

THE GREATEST CHALLENGE
Beating Dullahan in Golden Sun: The Lost Age
While working on the guide for The Lost Age, Alan and I started to wonder if it was even possible to defeat Dullahan.

NOA CHRIS

GAME OF THE YEAR (GCN)
The Legend of Zelda: The Wind Waker

GAME OF THE YEAR (GBA)
Castlevania: Aria of Sorrow
This is definitely a "stranded on a deserted island" game. Finding all the monsters, weapons and souls kept me occupied for days and days.

BEST GRAPHICS (GCN)
Soul Calibur II
SC II shows just how spectacular polygon graphics can be. Even more incredible than the depth of the characters are the fully rendered arenas.

BEST GRAPHICS (GBA)
Castlevania: Aria of Sorrow

BEST SOUND (GCN)
Prince of Persia: The Sands of Time
Not only is the sound clear and appropriate, but the ambient effects like echo and reverb are used so effectively.

BEST ORIGINAL MUSIC (GCN)
XGRA: Extreme G Racing Association
Electronic music doesn't get enough props, but the composers here found the sound that not only fits the game but is also perfectly in time with the popular music of the same genre.

BEST MUSIC/SOUND (GBA)
Mario & Luigi: Superstar Saga

BEST RPG/STRATEGY GAME (GBA)
Mario & Luigi: Superstar Saga

BEST ADVENTURE/PLATFORMER
Beyond Good & Evil
It's hard to call Zelda the game of the year and give BG&E best adventure game, but this game does so much right, it deserves recognition. The camera movement is awesome, the play control and game variation are solid, and it's a completely new franchise—everything gamers ask for.

BEST ACTION GAME/SHOOTER
XIII
So maybe the AI could have used a little more time in the incubator. It's a cel-shaded FPS! I mean, come on! That's awesome!

BEST SPORTS GAME (GCN)
Tiger Woods PGA Tour 2004
Of EA's plethora of incredible sports games, none is growing by greater leaps and bounds than this one. The player editor, corporate sponsorships, additional courses . . . the list of improvements goes on and on.

BEST MULTIPLAYER
Soul Calibur II
Best fighting game. Ever.

BEST CUT SCENES
Enter the Matrix

BEST INTRO
Soul Calibur II

MOST PLEASANT SURPRISE
Metal Arms: Glitch in the System
Vivendi hasn't had a long history of publishing games like this, so it's nice to see such a strong effort. This isn't the best game that came out last year, but it's easily one of the most underappreciated. I really like Glitch as a main character (Clank comparisons aside) and hope to see him in future games.

MOST OVERLOOKED
Goblin Commander: Unleash the Horde
Finally an RTS game that feels like it was made for the consoles first instead of showing the signs of a clunky PC port. The multiplayer is fun and, almost more importantly, easy enough that virtually anyone can pick it up, understand it and enjoy it.

BEST VILLAIN
The Communists (Freedom Fighters)
I guess enough time has passed that the Cold War can be viewed with such ironic humor. One might have to be of a certain age to understand the dynamic of this game, but those who are will get the joke.

THE GREATEST CHALLENGE
Beating Story Mode in F-Zero GX
Beating Story mode? Heck, try the second level!

NOA ALAN

GAME OF THE YEAR (GCN)
Beyond Good & Evil
BG&E has a lot going for it, but the story is what sets it apart. It feels important. This is a tale of a struggle against terrible odds with characters that you genuinely care about. The theme of governments that don't tell their citizens the whole truth is provocative, and it makes BG&E the rare game that goes beyond entertainment and into the realm of intelligent social criticism.

GAME OF THE YEAR (GBA)
Golden Sun: The Lost Age
I love me the old-school RPGs! If Lost Age had come out on the Super NES, gamers would mention it in the same hushed tones they reserve for Final Fantasy III and Chrono Trigger.

BEST GRAPHICS (GCN)
Viewtiful Joe
A perfect example of graphics that achieve exactly what they set out to do.

BEST GRAPHICS (GBA)
Castlevania: Aria of Sorrow
I almost voted for Rayman 3, but Castlevania's inspired use of lighting and sheer number of weird monsters (a giant rooster?) pushed it over the top.

BEST SOUND (GCN)
NCAA Football 2004
It has over 300 college-specific chants and fight songs. Now that's cool.

BEST ORIGINAL MUSIC (GCN)
XIII
Bring the funk! The '70s-style soundtrack was just awesome. Kudos to Future Primitive Sound, the artistic collaboration that composed the score.

BEST MUSIC/SOUND (GBA)
WarioWare, Inc.: Mega Microgame$
The music that plays in the elevator sounds like the Green Bay Packers "Go Pack, Go!" chant.

BEST RPG/STRATEGY GAME (GBA)
Golden Sun: The Lost Age

BEST ADVENTURE/PLATFORMER
The Legend of Zelda: The Wind Waker
BG&E may be my game of the year, but I think Wind Waker is the better game from a pure platformer/adventure standpoint.

BEST ACTION GAME/SHOOTER
Viewtiful Joe

BEST SPORTS GAME (GCN)
Madden NFL 2004
Like Steve, I played more Madden than anything else on the list. Oh, and what do you call a Minnesota Viking with a Super Bowl Ring? A thief! Whaaa ha ha ha ha!

BEST MULTIPLAYER
XIII
We played this so much, we made up minigames like Gentleman's Duel—where you shoot it out in one room with only a handgun.

BEST CUT SCENES
Enter the Matrix

BEST INTRO
Lost Kingdoms II
LK II opens with the heroine walking down a long hallway, heels echoing loudly, casually tossing cards left and right to dispatch bloodthirsty monsters. It's so stylish it hurts.

MOST PLEASANT SURPRISE
The Simpsons: Hit & Run

MOST OVERLOOKED
The Hulk
I have a real soft spot for games in which you mindlessly break things, and The Hulk did that very well.

BEST VILLAIN
Sonia (Fire Emblem)
Her soul is black and devoid of warmth.

THE GREATEST CHALLENGE
Beating Dullahan in Golden Sun: The Lost Age
Steve and I took three weeks to write the guide for Lost Age, and days of that were spent doing nothing but leveling up characters in preparation for this fight. It became a fairly scary obsession—when Dullahan finally fell to my blade, I ran around screaming like a madman.

NOA GEORGE

GAME OF THE YEAR (GCN)
Viewtiful Joe
There's no denying the power of The Legend of Zelda: The Wind Waker, with its beautiful visuals and inventive gameplay, but for sheer creativity and coolness, Joe edges out Link. The story is terrifically zany. The special moves are perfectly integrated into the level design. And there are colorful, crazy surprises around every corner. From beginning to end, the game screams fun at the top of its viewtiful lungs.

GAME OF THE YEAR (GBA)
WarioWare, Inc.: Mega Microgame$
Since there's nothing like it, WarioWare, Inc. can be a hard sell to the uninitiated. But once you play, you'll be hooked. With a deluge of four-second microgames and surreal cut scenes, the game offers a white-knuckle ride of puzzling, funny, silly and downright absurd action.

BEST GRAPHICS (GCN)
The Legend of Zelda: The Wind Waker
Taking the cel-shaded look to a new level, The Wind Waker displays cut-scene quality throughout the length and breadth of its epic adventure.

BEST GRAPHICS (GBA)
Golden Sun: The Lost Age

BEST SOUND (GCN)
Medal of Honor: Rising Sun

BEST ORIGINAL MUSIC (GCN)
XIII
The retro-jazzy, funky sound sets the scene perfectly, giving the game a long-lost 1960s movie atmosphere.

BEST MUSIC/SOUND (GBA)
Golden Sun: The Lost Age

BEST RPG/STRATEGY GAME (GBA)
Mario & Luigi: Superstar Saga
Unforced humor, a great turn-based/action fighting system and wonderful characters make Mario & Luigi one of the best experiences of the year.

BEST ADVENTURE/PLATFORMER
The Legend of Zelda: The Wind Waker

BEST ACTION GAME/SHOOTER
XIII

BEST SPORTS GAME (GCN)
Tiger Woods PGA Tour 2004
Improving on a series that was already tops in its genre, Tiger Woods 2004 is brimming with unlockable gear, modes and courses, which give it more replay value than any other 2003 release.

BEST MULTIPLAYER
Mario Kart: Double Dash!!
Clever cooperative play, superaddictive competitive racing and a great eight-person LAN connection feature make Mario Kart: Double Dash!! the ultimate party game.

BEST CUT SCENES
Enter the Matrix
How can you compete with an hour of new movie footage starring and created by the cast and crew of the recent movie sequel? The game is uneven, but the cut scenes offer a lot of incentive to keep playing.

BEST INTRO
F-Zero GX

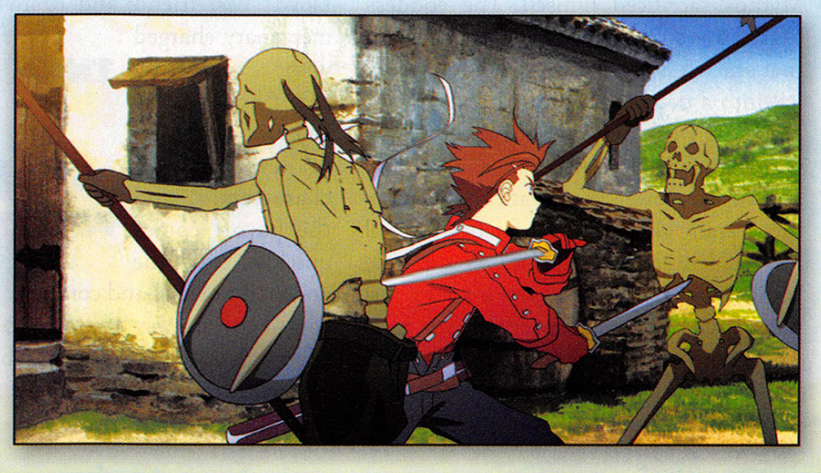
MOST PLEASANT SURPRISE
Buffy the Vampire Slayer: Chaos Bleeds
TV-show-based or movie-based games can often seem slapped together and become successful solely based on the strength of their licenses, but Buffy stands on its own as a fun multicharacter adventure game with a great plot and strong gameplay.

MOST OVERLOOKED
Ikaruga

BEST VILLAIN
The Mongoose (XIII)

THE GREATEST CHALLENGE
Beating Story Mode in F-Zero GX

Tales of Symphonia™



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RPG fans, the wait is almost over. In July, Namco will finally deliver its GCN-exclusive magnum opus stateside, bringing one of Japan's most beloved role-playing series to eager American gamers. After playing an English version of the game, we've discovered why Tales of Symphonia was such a huge success in the land of the rising sun. It's as complete a package as an aspiring adventurer could hope for, with character designs and anime-style cut scenes by renowned artist Kosuke Fujishima, an emotionally charged storyline, an innovative battle system, incredible gameplay depth and a quest more epic than anything we've seen on the console. As if that weren't enough, it'll even let you make a ham sandwich.

A WORLD ON THE BRINK

Ages ago, a great war waged across the land of Sylvarant, threatening the existence of all who lived there. To put an end to the conflict and replenish the planet's life-giving Mana, a legendary hero named Mythos sacrificed himself. The goddess Martel was so saddened by Mythos's death that she left Sylvarant and, in her despair, fell into a deep sleep. If she is not awakened, the world will eventually fade away with her—and only one of the Chosen can ascend the Tower of Salvation and wake the sleeping goddess. Thus far, however, all have failed in their quest. As our tale begins, the seventh Chosen, a young girl named Colette, receives the oracle that signifies the beginning of her journey.

As she sets out to unlock the seals that will open the Tower of Salvation, Colette is joined by three travel companions: Lloyd, a spirited orphan raised by a grumpy but good-hearted dwarf; Genis, a half-elf and Lloyd's best friend; and Kratos, a skilled mercenary charged with protecting the Chosen. The game invests a lot in developing its characters, and the payoff comes quickly. You'll be attached to Lloyd and company after just a couple of hours, anxious to find out what'll happen to them next. The hallmark of a great role-playing game is that it can draw you in like a good book, which is something that no other genre can achieve. Tales of Symphonia goes one step further with optional in-game cut scenes and conversations that you can trigger by pressing the Z Button when prompted.

THE GAME INVESTS A LOT IN DEVELOPING ITS CHARACTERS, AND THE PAYOFF COMES QUICKLY.

Of course, the most well-developed characters in the world wouldn't be terribly interesting if they weren't part of a compelling story. Tales's narrative is as sweeping as that of any RPG, but it's built on small, personal moments that give the big events more impact. And although most of the game's themes are pretty serious, there's enough

GIVING VOICE TO HEROES (AND VILLAINS)

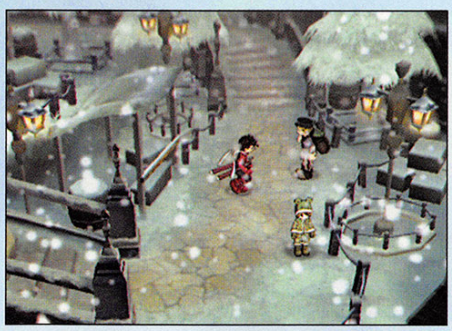
Namco invited us to sit in on a couple of voice-over sessions for Tales of Symphonia to give us a glimpse at what goes into localizing a 700-page script. Among the actors contributing to the project are Tara Strong and Jennifer Hale, both of whom may be familiar to gamers.

TARA STRONG

Tara is probably best known for her work as Bubbles on the *Powerpuff Girls* TV series, but she also voiced Rikku in Final Fantasy X and Final Fantasy X-2. In Tales of Symphonia, she plays a young girl named Presea who has to take over her father's business after he becomes seriously ill.

JENNIFER HALE

Jennifer plays Tales's Sheena, an assassin who's trying to prevent Colette from fulfilling her destiny. Her voice-acting credentials include a number of popular video game characters, including Dr. Naomi Hunter in Metal Gear Solid and Alexandra Roivas in Eternal Darkness: Sanity's Requiem.



light-hearted humor sprinkled throughout to keep it from getting bogged down. (Colette may have the fate of the world on her shoulders, but she's a total klutz.)

SYMPHONIA MARKS THE TALES SERIES'S FIRST FORAY INTO 3-D, BUT YOU WOULDN'T KNOW BY LOOKING AT IT.

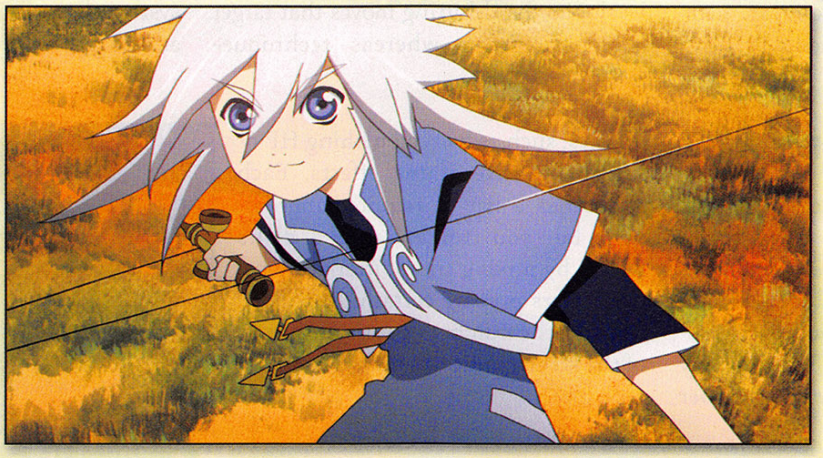
SIGHTS AND SOUNDS

Symphonia marks the Tales series's first foray into 3-D, but you wouldn't know by looking at it. The environments boast impressive detail, and the cel-shading is both more subtle and more effective than we've typically seen. There are some neat special effects, as well (wait until you see the way a building catches fire). The real driving force behind the visuals, however, is the fantastic art direction. The character and monster designs are all top-notch, and the various locales actually look inhabited. When you enter a shop, you'll see crates stacked up in the corner, items hanging from the wall, and all sorts of other touches that really immerse you in the game's world. And the cut scenes by Kosuke Fujishima are just gorgeous.

The game is just as pleasing to the ears as to the eyes. It opens with a sweeping orchestral piece created specifically for the U.S. version of the game, and features a soundtrack that elevates the play experience without being overly obtrusive. Additionally, all of the 10,000-plus lines of spoken dialogue have been rerecorded in English by professional voice actors (see the "Giving Voice to Heroes" sidebar). All in all, the game delivers the sky-high production values you'd expect from a flagship RPG franchise by one of the industry's premiere publishers.

TO ARMS

The battle system in Tales of Symphonia is far more exciting and action-packed than your standard RPG fare. Encounters take place in real time, and you have direct control over the lead character (the default is Lloyd, but you can switch to someone else if you prefer). Rather than standing across from your enemies and issuing commands via a series of menus, you'll actually move around the battlefield using the Control Stick, and attack with button combinations as you would in a fighting game. By pressing the A Button you can execute a basic horizontal strike, and you can slice vertically by pressing A while holding Up on the Control Stick. The latter is better for stringing together combos (more on that in a moment), but the former is capable of hitting more enemies. You can also unleash a variety of special techniques by holding the Control Stick in a certain direction and pressing the B Button (different techniques may be assigned to each direction, though



using them consumes Technique Points). The R Button lets you cycle through the targets on the battlefield to ensure that your character is focused on the desired foe.

This hands-on approach prevents battles from becoming dull and repetitive by providing a remarkable amount of depth: simple button-mashing won't get you very far. You can link basic attacks with certain techniques to create devastating combos. Not all of your moves are compatible, but if you discover the right sequences and chain combos together, you can land upward of 30 hits in a single flurry. Defensively, you can press the X Button to block enemy attacks and to land on your feet after you're flung into the air.

What about the other characters in your party? Well, up to three friends can join in on the adventure and control your allies directly. Otherwise, you can dictate your party's behavior by adjusting each character's AI in three categories: attack preference, technique usage and movement/positioning. Additionally, you can map supporting characters' techniques to the C Stick so you can call for them on the fly durring battle—with the right timing, you can even link them with your own attacks to chain together a massive combo. At a later point in the game, you'll also learn Unison Attacks, which allow every character to attack simultaneously.

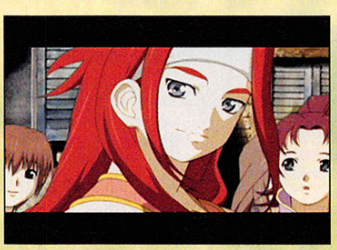
BECOMING A HERO

Character growth in Tales of Symphonia isn't limited to simple leveling up. After a battle, you'll receive grade points based on how well you fought (avoiding attacks, linking combos, defeating enemies quickly, etc.). You'll use the points to purchase special items and EX Gems. Each character can equip up to four EX Gems, which bestow them with new skills and abilities such as resistance to status effects and special counterattacks. Furthermore, certain gem combinations will unlock additional powers. The gems that a character has equipped also affect whether he or she favors strength or techniques. Strength-focused characters are better at developing hard-hitting moves that target a single enemy, whereas technique-focused characters will learn moves that involve more hits or cover a larger area.

Which techniques a character learns also depends partly on which ones he or she uses. If Genis casts healing techniques frequently, for example, he'll learn the more advanced healing techniques fairly quickly. He won't learn the higher-level versions of the techniques he neglects, however. The game gives you the flexibility to customize your characters as you see fit, adding another layer of strategy to a battle system that may seem deceptively simple at first glance.

CULINARY CORNER

Tales of Symphonia has dozens of side quests and minigames—our favorite diversion is the cooking system. Over the course of the game, you can find up to 24 recipes that teach you how to create a variety of dishes. The culinary delights benefit your party in a number of ways, such as by replenishing HP or curing negative status effects. Each recipe has a list of required ingredients, but you can enhance a dish's effects by mixing in additional items. Characters prepare certain dishes differently; the number of stars at the top of the screen indicates their mastery of each one.



DEVELOPER INTERVIEW

The team responsible for Tales of Symphonia—Namco Tales Studio Ltd.— is dedicated solely to developing new games in the franchise (in Japan, Tales is almost as popular as Final Fantasy and Dragon Quest). Symphonia's Producer, Makoto Yoshizumi, and its Director, Yoshito Higuchi, graciously took the time out of their busy schedules to answer a few questions for us.

NP: How many people worked on Tales of Symphonia, and how long was the game in development?

Makoto Yoshizumi: During our busiest time we had a little over 100 people working on it. The development period was approximately 2.5 years.

NP: What other games have members of the team worked on in the past?

MY: Most of the team members have been involved in one or more of the titles from the Tales series. Yoshito Higuchi, the director, has also been involved in the Tekken and Soul Calibur series.

NP: The Tales series has been a huge success, particularly in Japan. Why do you think the series has become so popular?

MY: I'm sure that there are several reasons, but if I had to choose one I'd say that it's because of the Tales series's anime style. As you know, anime is extremely popular in Japan. This is something that we keep in mind as we create character designs, write out the storyline, etc.

MAKOTO YOSHIZUMI

To be honest, I think the series also enjoys a great deal of popularity because of the animation sequences produced for us by Production I.G., the company responsible for *Innocence: Ghost in the Shell* and *Ghost in the Shell*.

NP: Why did you decide to develop Tales of Symphonia on the Nintendo GameCube, and what are your thoughts on the hardware?

MY: I suppose the biggest reason was because we felt that the GameCube hardware is extremely well-suited for RPGs; it has short access time, an intuitive controller design, etc.

NP: Tales of Symphonia is a remarkable achievement in terms of gameplay, presentation and storytelling. Which aspect of the game do you think stands out the most?

Yoshito Higuchi: I'd have to say that we're pretty proud of Symphonia as a whole. However, I think that I'm especially proud of the ambience of the 3-D towns, dungeons, etc.

NP: Why the transition to 3-D?

MY: All of the games in the series so far were done in 2-D, but we felt that we needed to take the series to the next level and try something new. We were concerned about how it would turn out, but I think we're all extremely pleased with the results.

NP: Where did the idea for the cooking system come from?

MY: We wanted to realistically implement the concepts of food, clothing and shelter. As a result, we decided to create the cooking system as a means of including scenes where the characters are eating.

Additionally, one of the themes of the Tales series is the camaraderie among the characters. All of the characters sharing a meal that one of them made . . . well, it just gives those scenes a strong feeling of togetherness.

NP: What were some of the team's sources of inspiration while they were working on the game?

YH: We drew our inspiration from a great deal of places that are unrelated to video games. However, quite a few of our ideas were the result of idle chat among the team members.

NP: What other developers does the team most admire or respect?

YH: I think that just about every developer has some area worthy of respect, so I can't really pick out any one developer in particular.

YOSHITO HIGUCHI

NP: What are some of the team's current favorite games?

MY/YH: Final Fantasy XI, [the] Pokémon [series], and Dragon Chronicle (a Japanese card-based arcade game).

NP: Where do you see the RPG genre heading in the future?

MY: I feel that the RPG genre is branching out into different directions. On one hand you have games with realistic, detailed graphics, and on the other hand you have those that are more based in animation. We might even begin to see games with an almost claymation-like feel to them.

As far as storylines go, I think that we're going to see RPGs move away from the traditional "swords and sorcery"-type worlds and branch out into settings with more variety. I certainly hope that gamers are willing to embrace this new breed of RPGs.

NP: The story in Tales of Symphonia is very compelling. How important are the narrative and character development in an RPG?

MY: Extremely important. Storyline, character development and the general game system are all crucial elements; you can't make an RPG without paying close attention to each of these areas.

NP: Thank you so much for your time. Anything else you'd like to say to our readers?

YH: Please give Tales of Symphonia a try. I'm sure you'll be pleased with it.

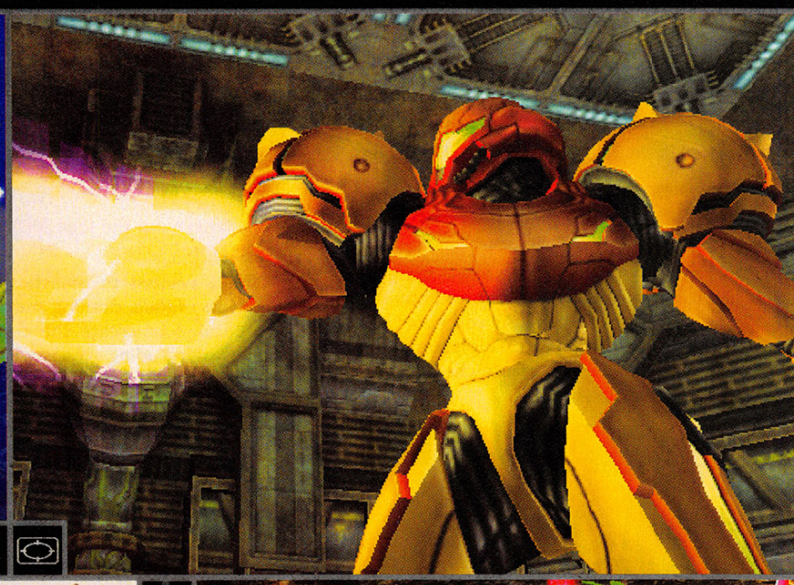
MY: We spent a great deal of time and effort to make sure that Symphonia is a polished, well-made RPG. I hope you enjoy playing it.

Judging by our play time thus far, Tales of Symphonia is indeed a polished, well-made RPG, and we're enjoying it a great deal. Believe it or not, our coverage only scratches the surface of what the game has to offer. There's so much more to talk about: the amazing plot twists (the story unfurls in a way that you'll never see coming), the titles that your characters earn by fulfilling certain requirements, the way your dialogue choices affect relationships and trigger different events . . . the list goes on and on. Don't worry, though; we'll have much more on one of the year's most highly anticipated role-playing sagas in the months to come. The dog days of summer can't arrive soon enough.

Nintendo Power's E³ Sneak Peek

Nintendo Power opens the vault for an exclusive look at some of the titles that are sure to grab headlines at E³ 2004.

The Electronic Entertainment Expo (E³) is almost upon us, and to kick off the excitement we've dug up top-secret screenshots from some of the hottest show titles for Nintendo GameCube and Game Boy Advance. Some of the games have never been seen outside of development studios. If you can't guess what screenshot is from what game, check the screenshot's inset icon then consult the key on page 124 to learn the game's name. As incredible as the screenshots are this month, they're just a taste of what's coming. Next month, NP will reveal even more of the unbelievable E³ crop.



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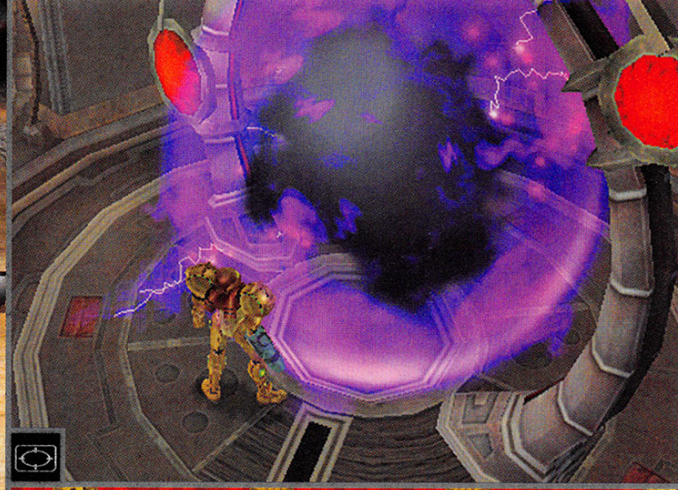

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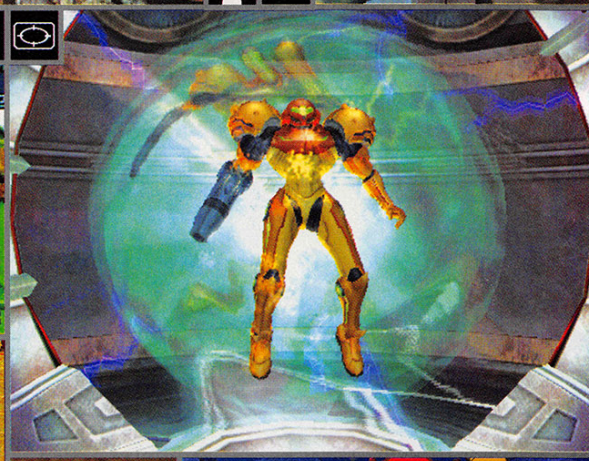

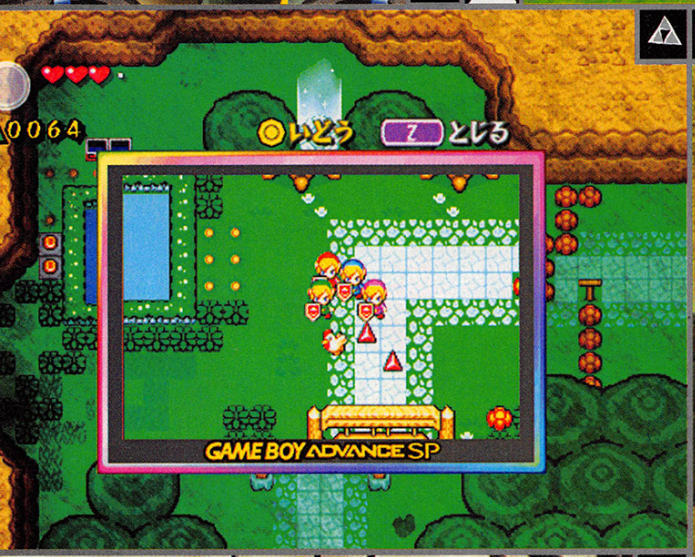

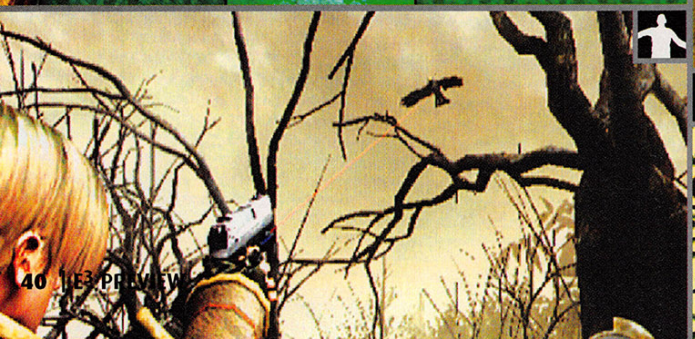

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FOUR SWORDS ADVENTURES

GET CONNECTED

Multiplayer monkeyshines meet solo shenanigans in the soon-to-be-classic The Legend of Zelda: Four Swords Adventures.

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A Tour de Fours

If you think you know how much fun a riotous gaming session can be, think again—you don't know the half of it. Nintendo's newest GCN offering, The Legend of Zelda: Four Swords Adventures, is both a throwback to classic 2-D gaming and a stunning example of the power of modern programming. It's two great trips on one tiny disc, and an experience that you won't want to miss.

HYRULEAN ADVENTURE

Hyrulean Adventure is a lengthy quest through many familiar locales. You can take on the challenge by yourself (with a GBA or a Controller), or invite up to three friends with GBAs along for the ride.

Four Links may seem odd, but the gameplay is pure Zelda. When you're not solving puzzles, fighting enemies or meeting old friends, you'll be collecting Force Gems and finding cool weapons. Multiplayer also adds a strong competitive element.

SHADOW BATTLE

Shadow Battle is a multiplayer battle royale in which the last Link standing is the victor. Two to four contestants square off in one of 10 unique arenas filled with weapons, booby traps and hidden items.

One of the arenas is on a platform that floats on lava. To make things more interesting, the edges of the platform are lined with bombs. If your "friend" doesn't blow you to bits, he or she might toss you into the boiling magma.

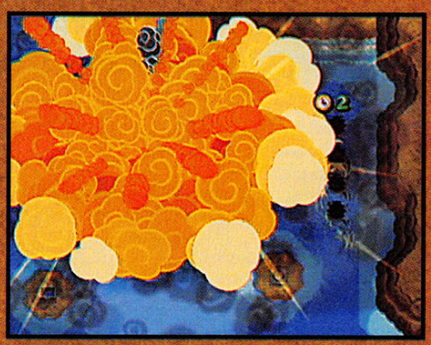
Four on the Floor

As Hyrulean Adventure opens, Link is invited to Hyrule Castle by his friend, Princess Zelda. Our hero has been engaged in a long-running battle with the evil wind sorcerer, Vaati, and Zelda suspects that something is amiss. As she and her six maidens meet, a dark doppleganger called Shadow Link appears and kidnaps them all—forcing Link to save the day.

Link's main weapon against Vaati is a blade called the Four Sword. As soon as he picks it up, its power splits Link into four—each donning a different-colored tunic. The four Links must work together to rescue the maidens and defeat Vaati and Shadow Link. If they do not, the kingdom of Hyrule will surely fall.

BLAST FROM THE PAST

At first glance, Four Swords Adventures looks like the GBA Link to the Past game—but that's only on the surface. All of the effects are taken straight from The Legend of Zelda: The Wind Waker, and the number of enemies onscreen can be stunning.



Stay in Fourmation

When you play Hyrulean Adventure in single-player mode, you can control all four Links at once. The secret is formations—special groupings that allow you to harness the power of the foursome. When not in formation, the red, blue and purple Links will all follow the green Link—who will be the only one that can inflict or take damage.

When in formation, all four Links will use their swords—letting you mow down both grass and enemies with ease. If you have a special item like a boomerang, all four will use that, too.

LINE FORMATION

The line formation places the Links in a vertical row. It's useful for pulling levers and attacking enemies when you move from side to side.

WIDE FORMATION

The wide formation is the key to pushing or picking up most large objects. You can also use the formation to wipe out enemies while moving up and down the screen.

CROSS FORMATION

You'll rarely use the cross formation to solve a puzzle, but it's very handy for combat. Having one Link facing each direction makes it hard for foes to get the drop on you.

BOX FORMATION

You'll need the box formation to trigger many switches. It's also good for fighting enemies, as you can easily have two swords at once pointing in any direction.

A Fours to Be Reckoned With

The Four Sword isn't your only weapon in the fight against Vaati. Familiar items from other Legend of Zelda games will help you along your way—or let you get the jump on your human opponents, if you like!

TOOLS OF THE TRADE

The Links can carry one item (such as a boomerang, bow or Roc's Feather) in addition to the sword. In a single-player game, all Links hold the same item—but in a multiplayer game, each character can wield a different one.

The effects from some of the weapons are simply amazing. If you strike a field of grass with the Fire Rod or the lamp, the entire area will go up in flames—usually leaving behind dozens of Force Gems for a lucky player to snag.

When you collect 2,000 Force Gems, you'll power up the Four Sword—thereby gaining the abilities to shoot your sword and launch a massive spin attack.

SUPER PUZZLE TRICKERY

Four Swords Adventures isn't all about weapons and fighting—you'll also face dungeons filled with traps and diabolical puzzles. Many will require all of the Links to solve, so you'll have to forsake your competitive natures and work together.

If you happen to encounter a gigantic bomb, you'll need to escape to a safe haven—which means entering a cave, pit, house or some other structure. If you're playing with a GBA, you'll show up on its screen. If you're playing alone with a Controller, a miniature GBA screen will appear on your TV.

Many of the puzzles are color-specific, meaning only one of the Links can solve them. Other ones involve standing on multiple switches and tossing your friends over large gaps so they can reach a new area.

THE SIDE OF RIGHTEOUSNESS

Most of the game takes place from a top-down perspective, but sometimes you'll switch to a sidelong perspective, such as when swimming or climbing ladders. Check out the Cheep-Cheep cameo in the shot to the lower right!

CONNECTIVITY AT ITS BEST

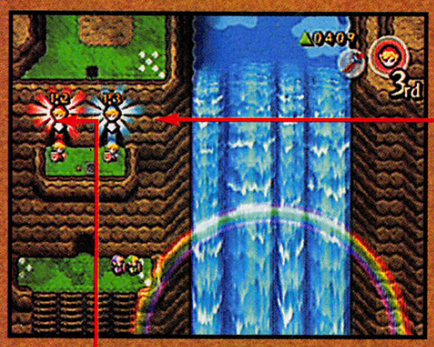
You can use a GCN Controller if you play Hyrulean Adventure in single-player mode. If you want the multiplayer experience, you will need one GBA for each player. Four Swords Adventures will be packaged with a free Nintendo GameCube Game Boy Advance cable so you can get started right away.

The Fourcast Calls for Trouble

If you have friends with GBAs, you can't afford to miss Four Swords Adventures. Whether you're clearing Hyrulean Adventure as a team or taking no prisoners in Shadow Battle, you're sure to have a rollicking good time.

MORE PLAYERS MEANS MORE MISCHIEF

During a multiplayer game, your Link will occasionally leave the television screen and enter the GBA. Since your friends can't see what you're doing, it's a perfect time to steal all the Force Gems you can find!

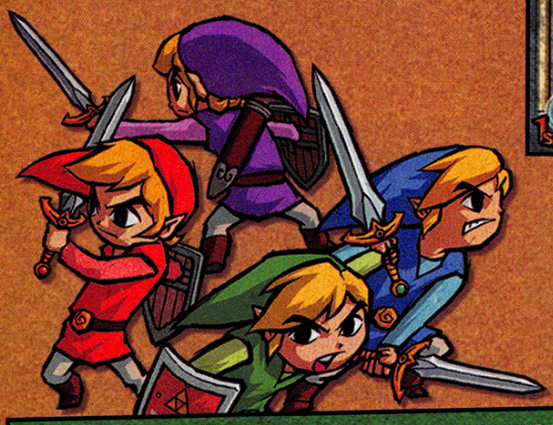


In these shots, the TV shows a waterfall scene. Blue Link is in a secret area under the falls, and red Link has found a cave with a new weapon.

The players controlling the blue and red Links would see their actions on the GBA screen. The other players would know only that two Links had vanished—and that they were probably up to no good.

THE SPICE OF LIFE

One of the perks of the multiplayer adventure is the ability to have different weapons. In the shots below, red Link is letting his enemies have it with the Fire Rod, while blue Link is planting bombs.



SHADOW BATTLE EXTRAORDINAIRE

If you're tired of cooperation, Shadow Battle is for you. From the first moment, your only goal is to eliminate the other player by any means necessary—no matter how devious they may seem.

Within Shadow Battle arenas are houses and caves where you can seek refuge. Additionally, you can find special items like foe-seeking Bombchus and Cuccos that steal hearts from your opponent.

EARN THE VOTES

When you finish a stage of a multiplayer Hyrulean Adventure game, you'll be ranked based on several criteria (such as your Force Gem total). If more than two people are playing, you'll also get a chance to vote on who was the most and least helpful.

A Fourgone Conclusion

We can show you the screens, we can tell you about the game, but it's still difficult to convey how much pure fun Four Swords Adventures is. The NP Krew's late-night gaming sessions have been getting later and later, and the game just gets better the more you play. You'll be able to find out for yourself this June.

HAVING CONQUERED THE GBA WITH HIS MICROGAME TORNADO, WARIO RAGES ON THE GCN IN A FIST-PUMPING MULTIPLAYER TSUNAMI THAT LEAVES OTHER PARTY GAMES IN ITS WAKE!

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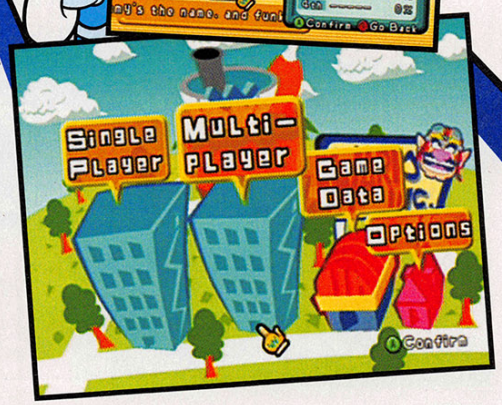
MEGA PARTY GAME$!

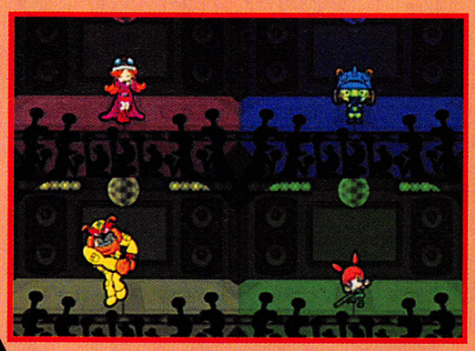


MICROGAME MANIA CUBED. GET THE PARTY STARTED!

While you're waiting for your friends to show, you can warm up with a single-player game bonanza. The members of Wario's programming posse present waves of microgames in their signature styles. Fly guy Jimmy rallies with sports games while Nintendo supergeek 9-Volt jolts you with classics. The challenge intensifies as you progress.

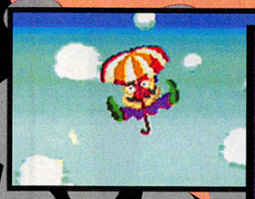
SURVIVAL FEVER

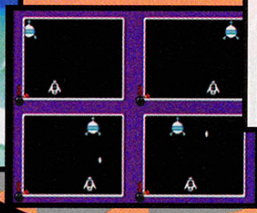
Jimmy kicks off multiplayer mode by getting down in Survival Fever. Two to four players hit the disco floor. When the spotlight lands on you, you've got to show your moves in a manic microgame. When the light shines on everyone at once, the party rages in a split-screen simultaneous showdown.

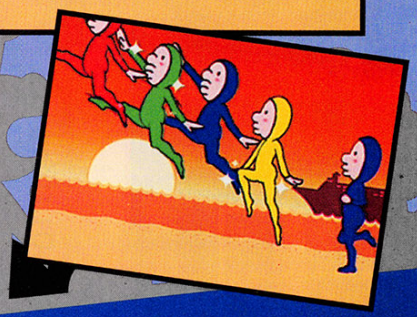


1-CONTROLLER SURVIVAL

While gazellelike interpretive dancers leap on a beach, up to 16 players pass the Controller to take turns in microgame challenges. A single mistake will send you into a bottomless pit.

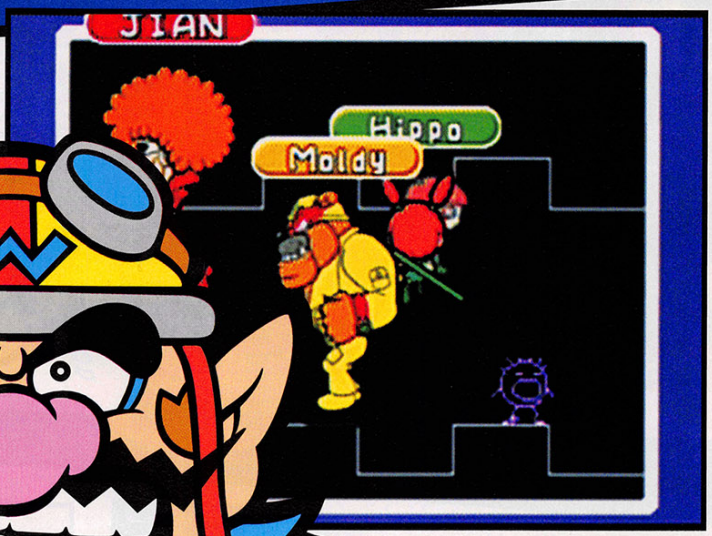


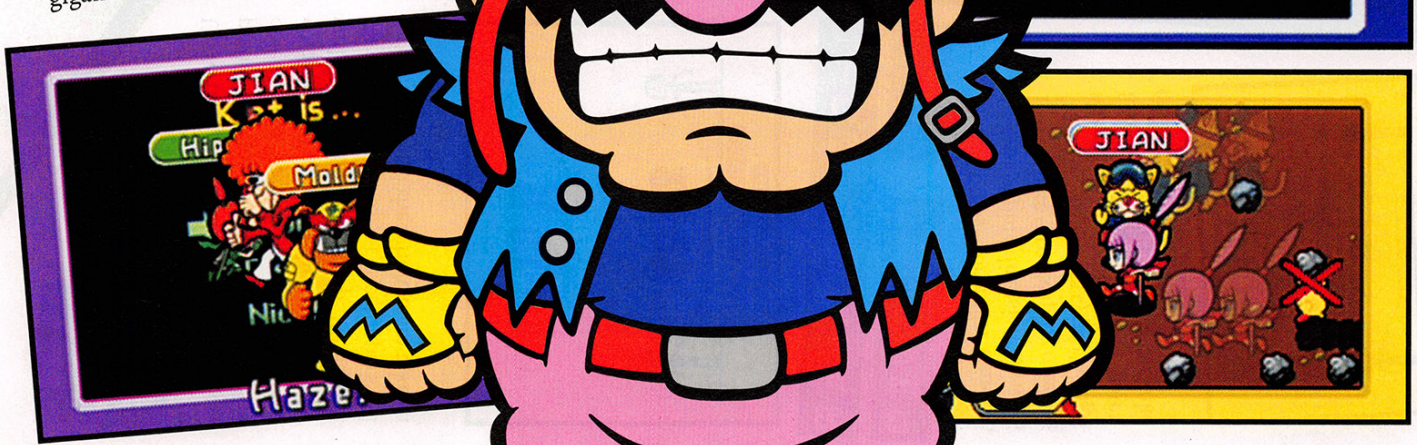




OUTTA MY WAY

Wario and his colleagues spring onto the screen
cover up the microgame action while fra
players try to see what's happening. Lo
practice with the games will prepare you for
while crucial sections are under wr
better chance to block your oppor
select a large character. Jimmy's hair
space, but no one's more intimid
gigantic Wario. The best strategy is t





e-READER CARDS

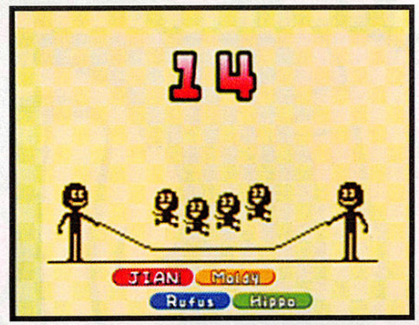
A fan of Nintendo novelties, 9-Volt rocks the joint with an e-Reader romp. Players take turns selecting game cards from two stacks. When an e-Reader card pops up, the player who picked it must complete every game that's been drawn. While the microgames rage, the rest of the players steal cards from each other in a swiping frenzy.

BALLOON BANG

Mad genius Dr. Crygor wants to find out how you'll perform under pressure. In his Balloon Bang experiment, you and your opponents take turns in the hot seat as a balloon expands and eventually explodes. Microgame success will get you out of danger and put you back into the queue, where you'll hammer the A Button to pump up the balloon.

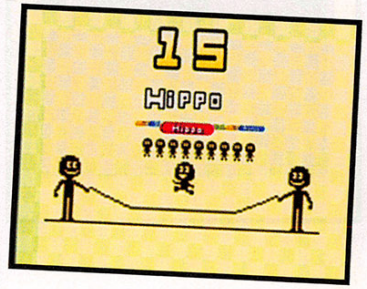
JUMP FOREVER

Up to four players leap as one in a perpetual display of jumping for joy. The object is to see how many times the whole group can clear the whirling rope without getting tangled up. When one player trips, the rest of the jumpers fall on the rope and the whole team takes a bandage break.



1-CONTROLLER JUMP FOREVER

In the single-Controller iteration of the hopping diversion, up to 16 players take turns leaping over the rope. As the players cycle through the game, the rope spins faster. Like before, one player's mistake ends the game for all.

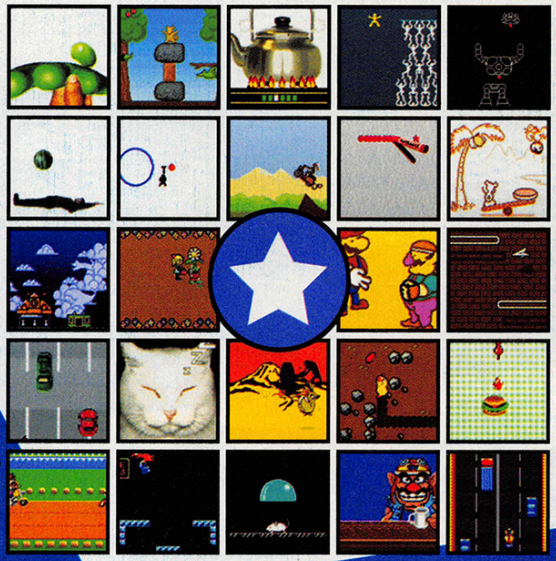


WOBBLY BOBBLY

A new batch of quick competitions determines which player will take on a microgame challenge in Kat and Ana's Wobbly Bobbly. If the challenger is successful, all other participants will inherit a turtle. If the microgamer fails, his or her own stack of turtles will grow. Everyone's turtles tilt for a few seconds between rounds, causing bad balancers to spill. The last player standing is the Wobbly Bobbly champ.

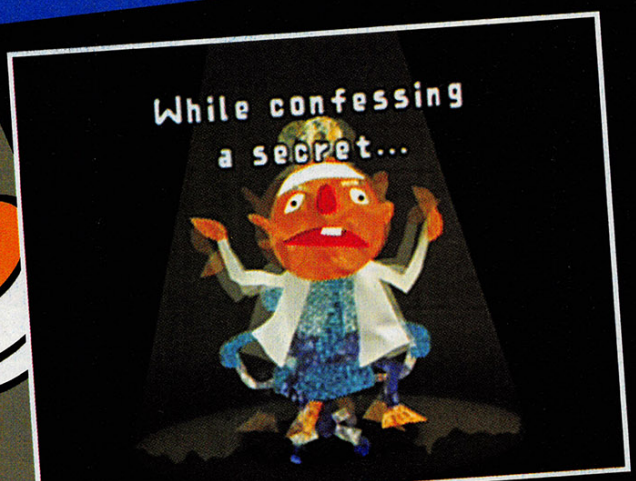
MILKY WAY DELIRIUM

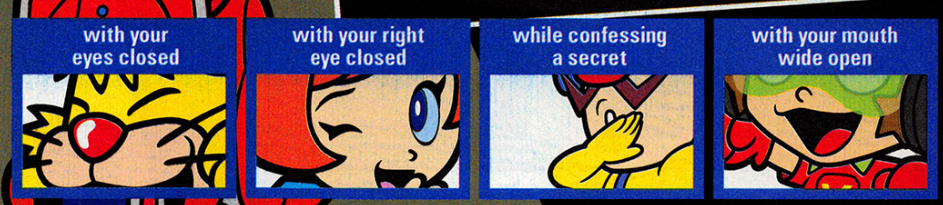
Kooky cabbies Dribble and Spitz space out for an asteroid-capturing strategy game. By completing a short series of microgames, you'll claim a rock for yourself. Draw a line from one of your captured rocks to another asteroid to grab all of the asteroids in-between. The winning player is the one who has the most real estate once all the rocks are claimed. Take the corners first.



LISTEN TO THE DOCTOR

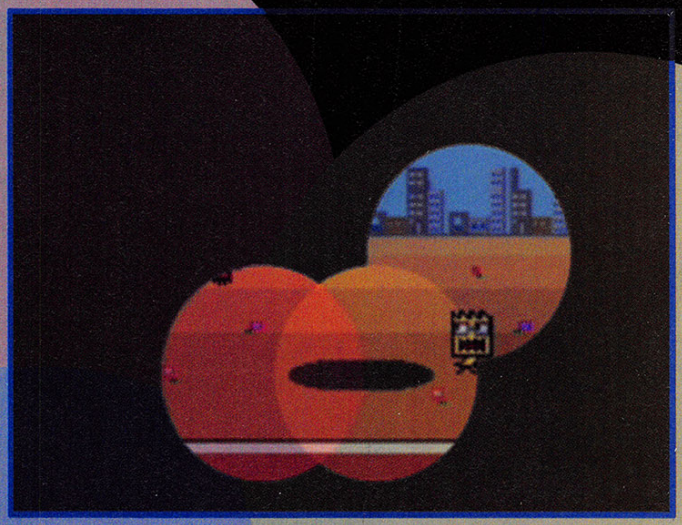
A wacky quack and mischievous Mona challenge participants to complete microgames under bizarre conditions in a multitasking trial. After one competitor plays a game while yawning, snoring or otherwise joking around, the others express their approval with their applause. If only visiting the doctor were always this much fun!

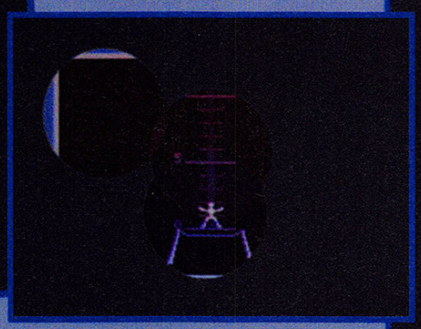


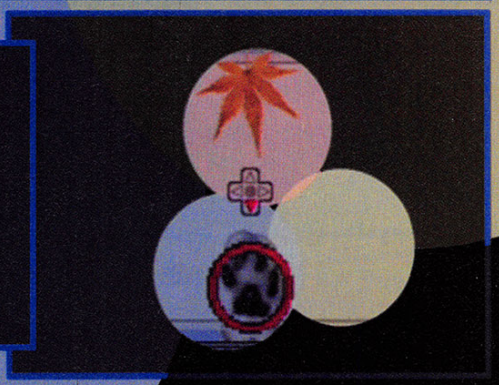


ALL FOR ONE

Don't get caught in the dark! While participants take turns tackling microgames in alien Orbulon' cooperative exercise, waiting players train spotlights on the action. If you're familiar with the microgames, you'll know where to put the light to give your teammates the best chance for success.

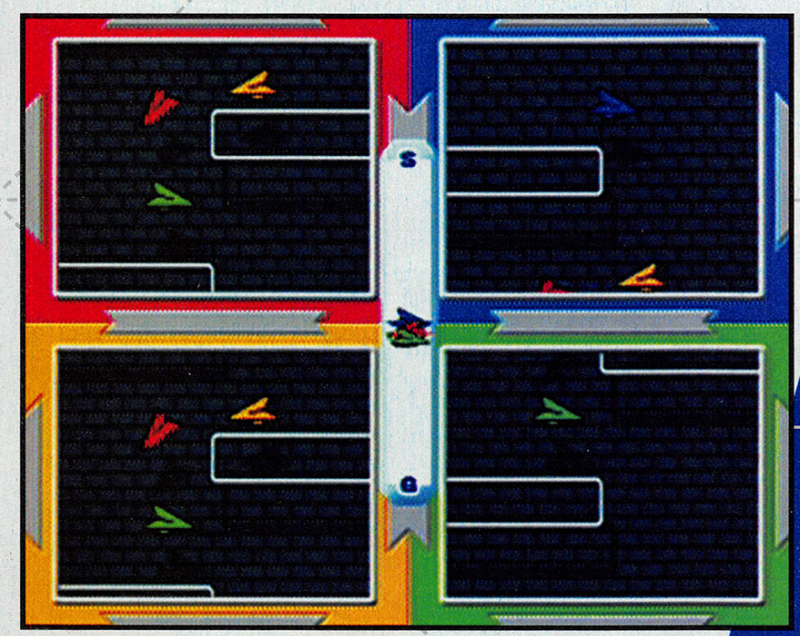


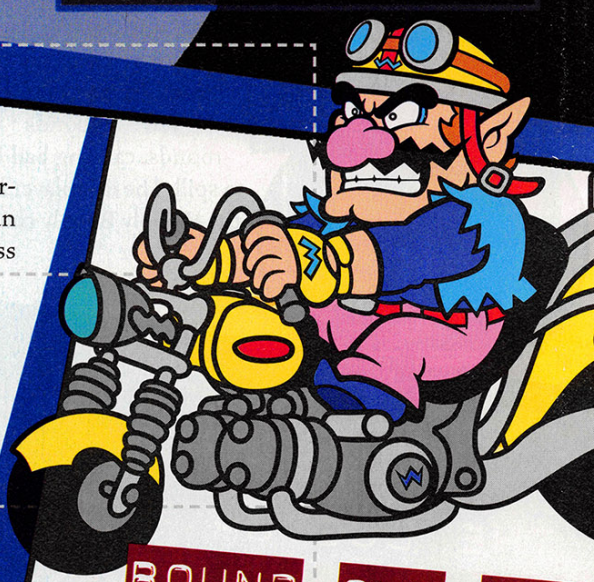




PAPER PLANE

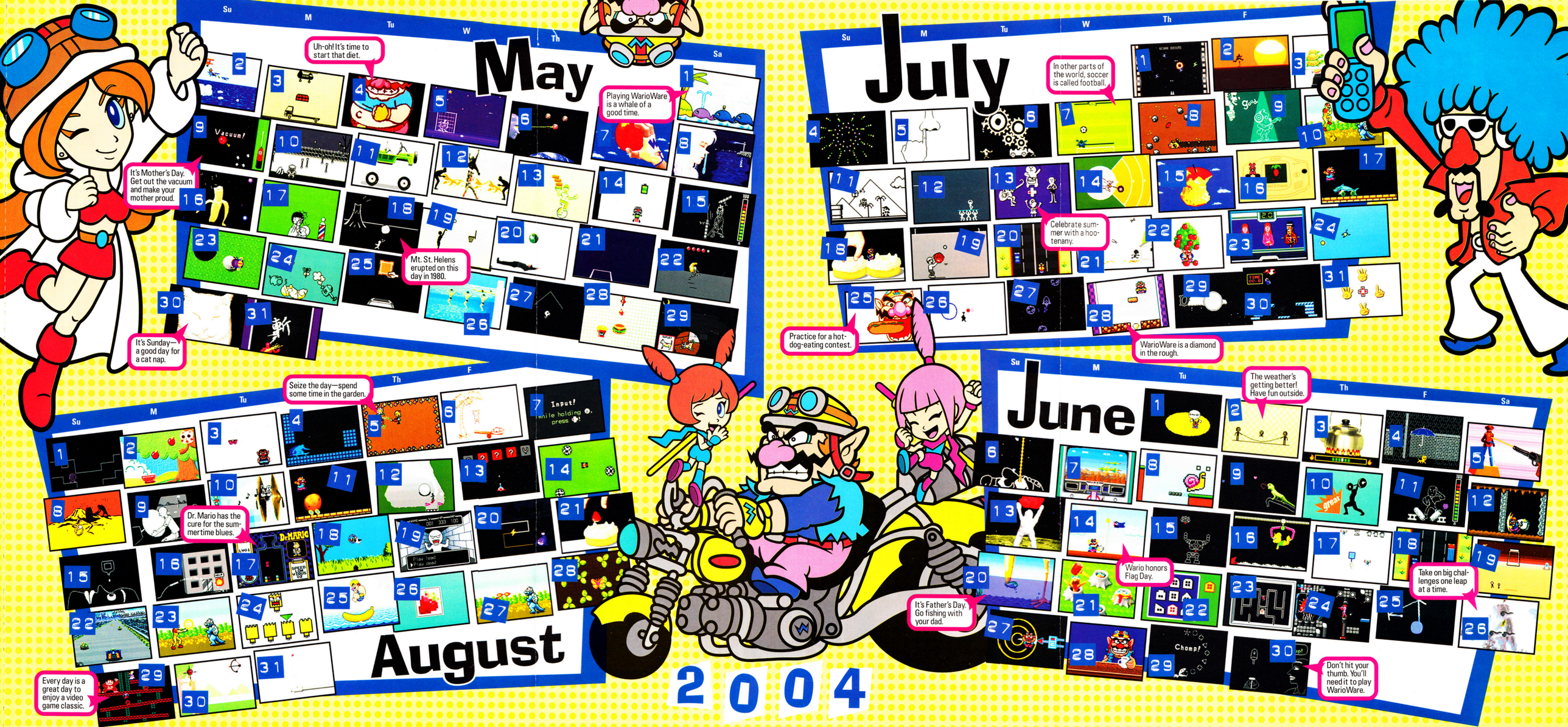
Fast reflexes pay off in the split-screen Paper Plane race through a zigzagging vertical course. The trick is to anticipate turns and cut corners quickly. If you hit an obstacle, you'll slow down but you'll still be in the race. The first folded flier to cross the finish line wins.

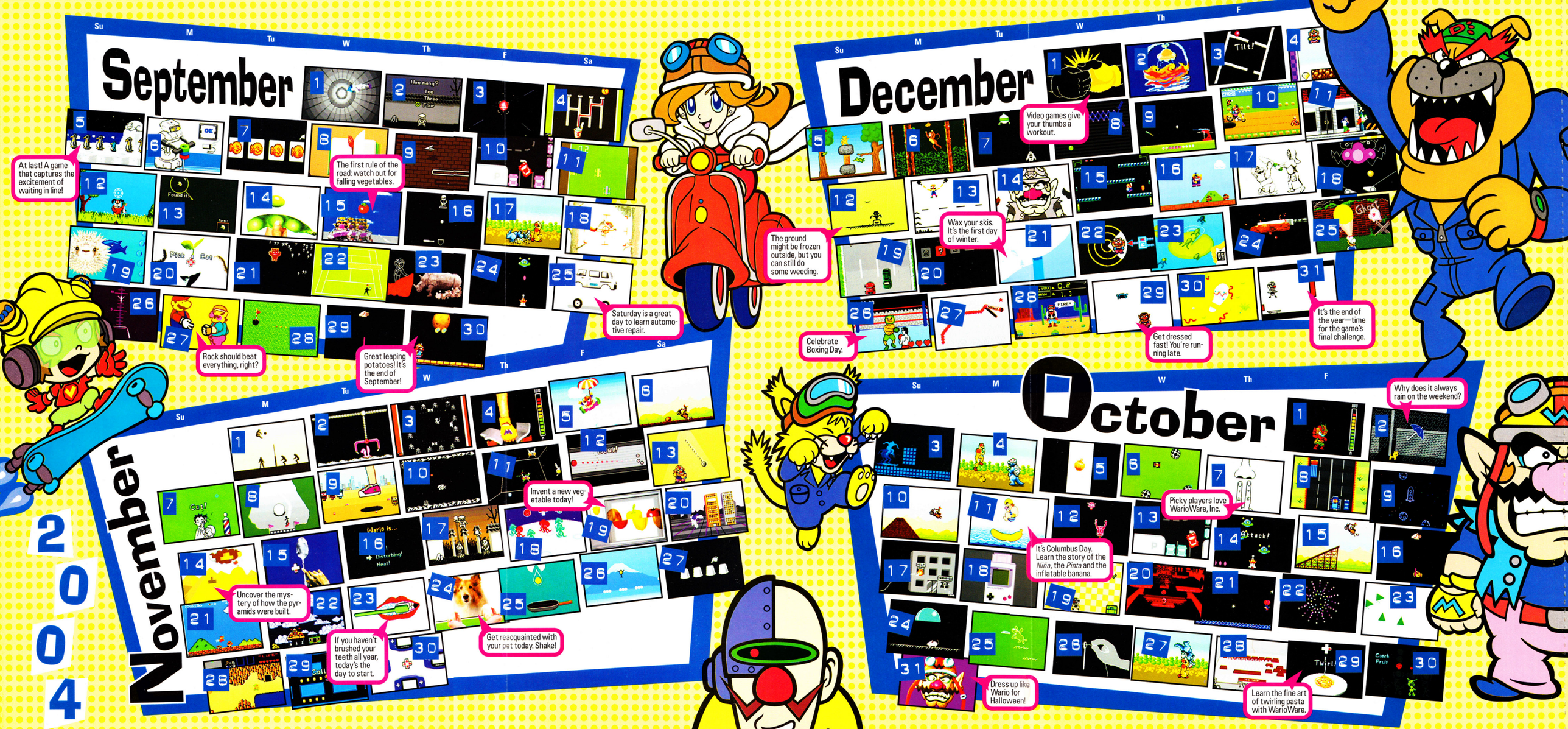


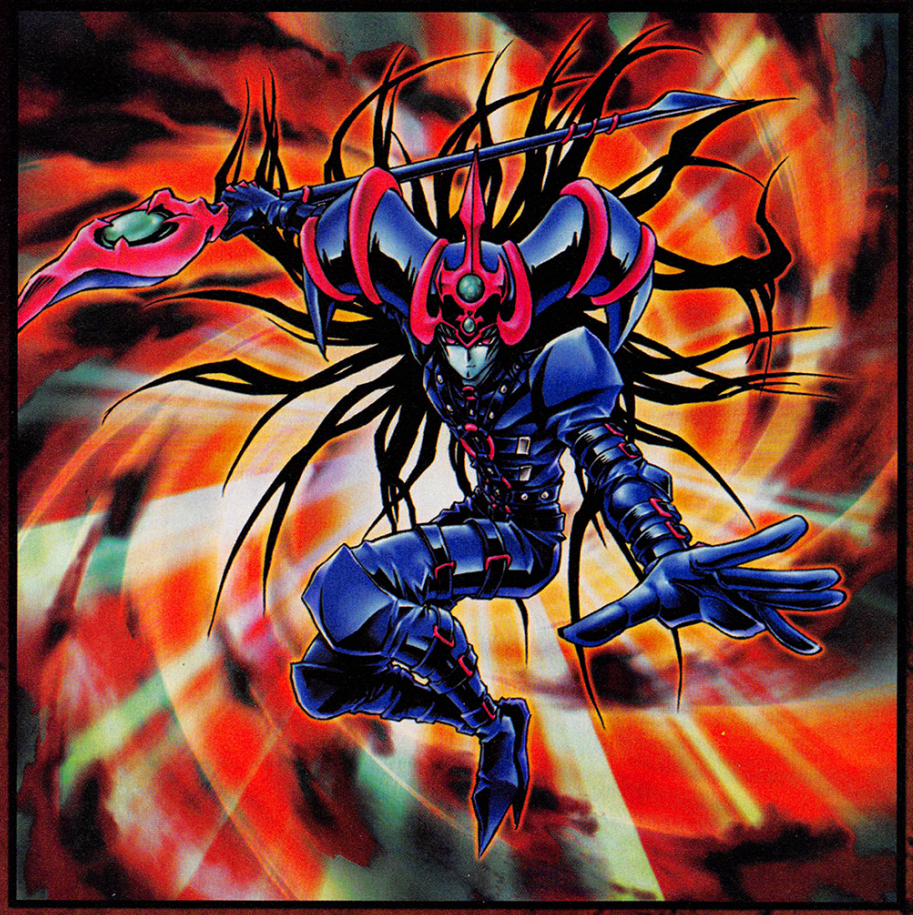


ROUND OUT THE YEAR WITH WARIO

It's a tad late to start a 2004 calendar, but the WarioWario, Inc. gang never plays by the rules. Use the attached eight-month schedule as a daily reminder of your wild life with WarioWare's madcap microgames. If you play for the record in each day's game, you'll clear them all by the end of the year. OK! All right! Let's go!


May
Uh-oh! It's time to start that diet.
Playing WarioWare is a whale of a good time.
It's Mother's Day. Get out the vacuum and make your mother proud.
Mt. St. Helens erupted on this day in 1980.
It's Sunday—a good day for a cat nap.
July
In other parts of the world, soccer is called football.
Celebrate summer with a hootenany.
Practice for a hot-dog-eating contest.
WarioWare is a diamond in the rough.
June
The weather's getting better! Have fun outside.
Wario honors Flag Day.
It's Father's Day. Go fishing with your dad.
Take on big challenges one leap at a time.
Don't hit your thumb. You'll need it to play WarioWare.
August
Seize the day—spend some time in the garden.
Dr. Mario has the cure for the summertime blues.
Every day is a great day to enjoy a video game classic.
2004


September
Su M Tu W Th F Sa
At last! A game that captures the excitement of waiting in line!
The first rule of the road: watch out for falling vegetables.
Saturday is a great day to learn automotive repair.
Rock should beat everything, right?
Great leaping potatoes! It's the end of September!
December
Video games give your thumbs a workout.
Wax your skis. It's the first day of winter.
The ground might be frozen outside, but you can still do some weeding.
Celebrate Boxing Day.
Get dressed fast! You're running late.
It's the end of the year—time for the game's final challenge.
November
Invent a new vegetable today!
Uncover the mystery of how the pyramids were built.
If you haven't brushed your teeth all year, today's the day to start.
Get reacquainted with your pet today. Shake!
October
Why does it always rain on the weekend?
Picky players love WarioWare, Inc.
It's Columbus Day. Learn the story of the *Niña*, the *Pinta* and the inflatable banana.
Dress up like Wario for Halloween!
Learn the fine art of twirling pasta with WarioWare.
2004



POWERFUL NEW MONSTER CARDS AND INTENSE NEW STRATEGIES CAN ONLY BRING ONE THING. CHAOS!

The newest weapon in the Yu-Gi-Oh! TCG arsenal is here. Invasion of Chaos! Boost your dueling strategies more than ever with new monsters and game play options. Let the chaos begin.

SHONEN JUMP'S

遊戯王 Yu-Gi-Oh!™

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UPPER DECK ENTERTAINMENT™

Assemble your own Custom Robos from hundreds of high-tech parts and become a top robo commander—the world is counting on you!

CUSTOM ROBO™

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In the future, robots called Custom Robos play an important role in daily life. Some people use them for recreational purposes, such as friendly bouts and battle tournaments, while others use them to settle conflicts, to exact swift justice and even to commit crimes. Gain experience and collect hundreds of rare robo parts by playing through two exhilarating story modes, then hone your skills in Arcade challenges and Vs. mode. Those who master the use of Custom Robos become elite robo commanders. Power on your GCN—the battle is at hand!

TEEN
T
CONTENT RATED BY ESRB
Comic Mischief
Mild Fantasy Violence

SO YOU WANT TO BE A ROBO COMMANDER . . .

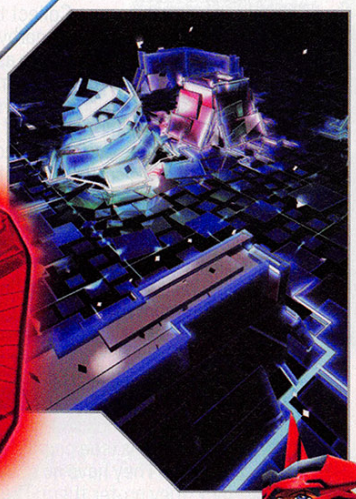
It's a long road to becoming a skilled robo commander, but with a little patience, a lot of training and a strong Custom Robo, you'll soon be mopping the floor with your opponents. Custom Robos aren't cheap, however, so you'll have to score a job with your friendly neighborhood bounty hunters. Usually when the bounty hunters give you a tip or strategy, you'll need it for the battle at hand—listen carefully!

GET A JOB AT STEEL HEARTS, YA LAZY BUM

Your future employers, the Steel Hearts, have a reputation as "Bottom Feeders." The leader, Ernest, will reluctantly agree to hire you. Your loud-mouthed partner, Harry, will show you the ropes.

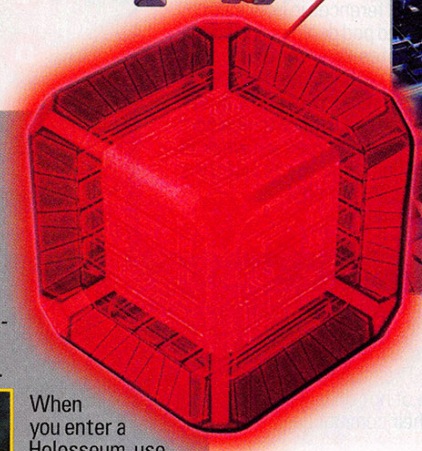
HANDS-ON TRAINING AT THE ROBO RESEARCH LAB

While you're at the Steel Hearts office, Ernest will receive an urgent call from Linda, the Robo Research Lab's buxom administrator. The lab specializes in top-secret Custom Robo research and development, and has recently been the target of burglaries and vandalism. Your first few battles will take place at the lab.



HOLOSSEUMS: VIRTUAL BATTLEFIELDS

Custom Robo battles take place on a virtual battlefield called a Holosseum. All Custom Robos are preprogrammed with Holosseum designs, but some robo commanders have the rare ability to create their own arenas. The digital battle environments can vary in shape, size and design—battle strategy consists largely of using a Holosseum's walls, traps and platforms to your advantage.

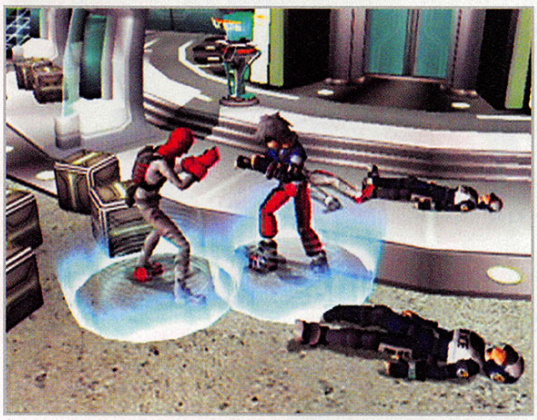


FROM CUBE TO CUSTOM ROBO IN SECONDS

When a Custom Robo isn't engaged in battle, it is stored in a compact form called a Robo Cube. Most people believe that Custom Robos can't transform outside of a Holosseum environment, but some suspect otherwise....

When you enter a Holosseum, use the Control Stick to aim the Robo Cannon. Tilt the cannon so that your Robo Cube lands in a corner protected by a wall, away from where your opponent is aiming. When your Robo Cube lands, tap A, B, X or Y rapidly to speed up the transformation countdown.

ON-THE-JOB EXPERIENCE



You'll obtain your first Custom Robo, the Ray 01, at the Robo Research Lab. Your battles against the intruders will serve as a tutorial—get a feel for how your robo moves, attacks and dodges. When you engage an opponent, give yourself space to set up your attack and defense. Custom Robos are most vulnerable to attack the moment they land and as they move on the Holosseum floor. Polish your skills and techniques by using the Standard gun, bombs and pod.

WORKING-CLASS ROBO WARRIOR

A crime spree has begun—a mysterious rebel outfit known as the Z Syndicate has surfaced, and it's scouring the world in search of something. Bounty hunters such as the Steel Hearts aren't complaining, though. Hey, it's job security—the citizens and police call in bounty hunters when things get ugly.

EARN A LITTLE RESPECT

The Steel Hearts don't get much respect from anyone, but as you progress through the story and win Custom Robo battles, you'll prove yourself as a skilled commander—and improve the Steel Hearts's reputation while you're at it. Before you know it, the locals will be calling on you to do a job that no one else can.

KNOW YOUR ROBO PARTS AND PROPERTIES

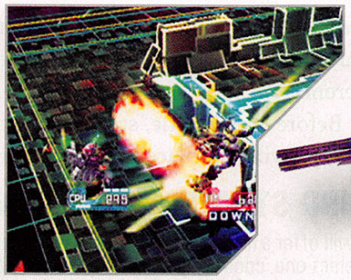
When you win a battle, you will likely be awarded a new robo part. Collect the new part from a nearby parts generator as soon as you can and try it out to determine how well it works with your fighting style. There are radical differences in how each gun, bomb and pod deploys and operates. Attributes vary from part to part (check pages 56-57 for more details). You can experiment with parts in Test mode—press R on the customization screen. Some robo types are weak to specific weapon combinations. The key to victory is variety—more parts means more options!

Z SYNDICATE SKIRMISHES

You'll run into various shady Z Syndicate members at the highlighted locations (see page 55 for strategies to use against the first few). They have no qualms about using illegal parts; in fact, they prefer them. Their Custom Robos are so powerful that they are capable of not only defeating most robos, but of destroying their commanders in the process.

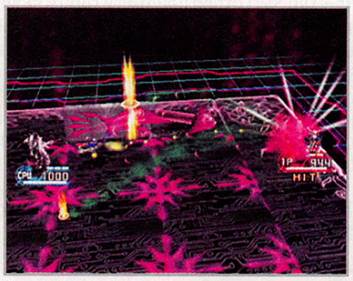
- A HERO'S HOME
- B STEEL HEARTS
- C LAB
- D TRAINING GYM
- E HUB PARK
- F TEST HALL
- G BOGEY'S CAFE
- H DAIMON RESTAURANT
- I POLICE SQUAD HQ
- J HARRY'S HOME

SHINER'S BACK-ROOM BRAWL AT BOGEY'S



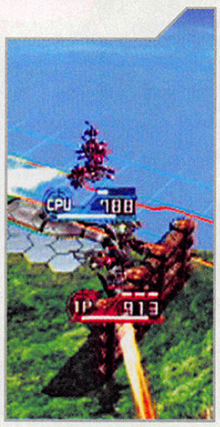
Your first encounter with the Z Syndicate will be at Bogey's—turn the page for details on customizing your robo, then battle your way into the tournament finals to take on Shiner. Equip your Ray 01 robo with a gun that has high ATK (attack), SPD (round speed) and RPD (rapid fire), and medium to long range, such as the 3-Way gun. The weapon's rounds spread into three streams, which gives you a wide attack and a little room for error. The Gemini bombs and the Speed or Feint pod make a great combination for the battle with Shiner. Trap his robo with bombs, then hit him with your pod and blast him mercilessly with your gun to knock him down. Steer clear of Shiner's Flame gun—it has high ATK, SPD, RPD and DWN (knockdown power), but medium range.

ELIZA'S LATE-NIGHT BREAK-IN AT THE ROBO RESEARCH LAB



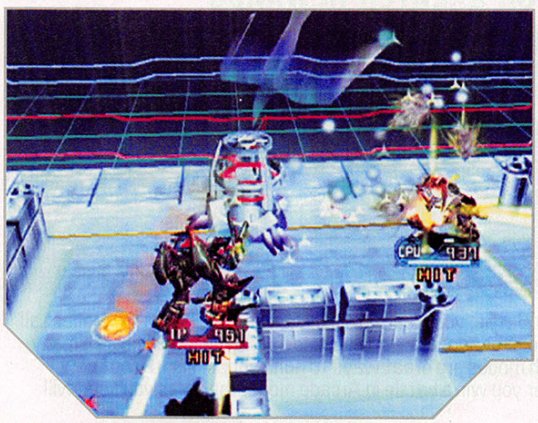
Eliza is one of the Z Syndicate's most ruthless bosses and the mastermind behind the recent lab assaults. She has a powerful arsenal of illegal parts, including her robo's body, the Athena. Keep a safe distance from her powerful, long-range gun, the Waxing Arc. Equip the Long Thrust legs to maximize your mobility, and use repeated jumps and air dashes to dodge her shots. While airborne, fire your gun (the 3-Way gun or Gatling gun works well), bombs and pod to slow her robo, then finish her off.

RAHU, THE AUTONOMOUS ROBO NR



Rahu consists entirely of unknown and illegal parts, and it evolves after each encounter. Your first conflict with the robo takes place at Bogey's. It's difficult to anticipate what to expect in a battle with Rahu, so focus on speed and attack strength. For the first battle with Rahu, the Vertical gun or Gatling gun and the Ray 01 body are a great combination. Use the Speed pod and Gemini bomb with either gun to trap Rahu in a barrage of fire. Rahu's Ultimate legs allow it to hover indefinitely—stay light on your feet, keep moving, and try to corner your foe.

BACK-TO-BACK ROBO BATTLES AT BOGEY'S



Immediately following your first battle with Rahu at Bogey's, two mysterious Z Syndicate members will challenge you and Harry. The white-haired Oboro will engage Harry, and the blue-haired Sergei will challenge you. Your opponent's robo, of course, is armed with powerful illegal parts. Use a gun with high SPD, RPD and DWN, such as the Vertical gun or Gatling gun. Your foe's robo is quick and its Raptor gun hurts—perform swift jumps and dashes to avoid fire.

ROBO PARTS FOR ALL SITUATIONS

Whether you're conquering Story mode, destroying your friends in Vs. mode or testing your skills in Arcade mode, the right combination of robo parts can make all the difference. All parts have attributes that make them better suited to certain situations. Before every battle, study your opponent's robo and the Holosseum where the battle will take place, then customize your bot accordingly.

A WINNING STRATEGY STARTS WITH THE RIGHT BODY

Each battle will offer a new challenge, so it's important to be familiar with every robo body. When you select one, consider your battle strategy and fighting style. Bodies are broken down into models then styles. Some models have distinct situational advantages and capabilities compared to others. The most common styles are Normal, Armor and Speed. Practice and learn each body's movement abilities and air dashes to make the most of their strengths. The list below displays the five body attributes and their effects.

DWN—The DWN rating indicates how much damage a robo can take before it suffers system failure. The higher the number, the more shots a robo can endure.

DEF—The DEF rating signifies the amount of gun and bomb damage a robo can deflect. High DEF typically means low SPD—you can balance it out with quick legs.

SPD—The SPD rating denotes a robo's movement speed. Consider your foe's weapon speed as well as your robo's body speed—a slow but strong robo can work well against slower weapons.

SKY—The SKY rating expresses a robo's jumping and air-dashing abilities. If you prefer lofty jumps and airborne attacks, choose a robo with a high SKY value. Consider your foe's pod attributes—for instance, whether the projectiles move in the air or on the ground.

ATK—The ATK rating shows a robo's attack strength. The higher the level, the greater damage a robo's attacks will do.

AERIAL ACES

If you prefer airborne combat, the Lightning Sky robos are definitely for you. They have very high attack and long-range air-dash capabilities, which enables them to hover around the Holosseum with ease. Aerial Beauty, Strike Vanisher and Trick Flyer models are also great aerial bots—each model has unique talents in the sky.

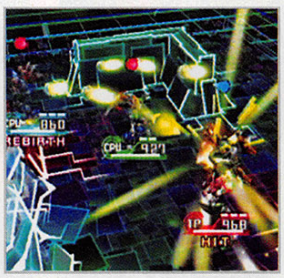
STALWART SURVIVORS

If you want to take a no-nonsense, blast-or-be-blasted approach, you'll feel right at home with a Metal Grappler model. Its high DEF rating makes it capable of taking a great deal of damage, so the tanklike robos are tough to bring down and can outlast almost any foe. The Funky Big Head robos also have great defense—they're excellent at evading attacks while in the air.

ADVANCED-COMMANDER FEATURES

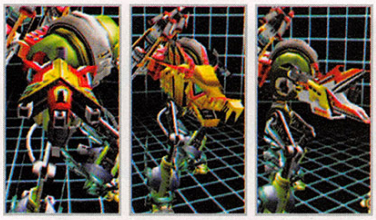
After you complete the first part of the story, you'll gain access to a second chapter, The Great Battle, as well as the Arcade mode and Parts Index. You'll also unlock the first-person view in the Options menu. As you win even stronger robo parts (and some illegal ones), just think of how you'll dominate your friends in Vs. mode!

CHALLENGE YOURSELF FOR GREATER REWARDS



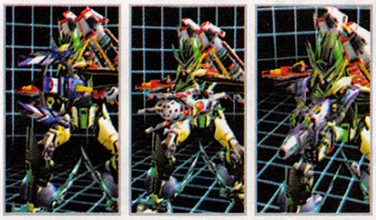
When you win tournaments in The Great Battle, you'll earn trophies and more robo parts—collect all the trophies for a special treat. You'll also experience the challenging battle rules that govern many of the Arcade and Vs. mode battles. Both modes are great ways to hone your skills, try out new parts and enjoy intense skirmishes. After you win a battle in Arcade mode, the parts you used will appear in the Parts Index.

OVER 50 FIREARMS



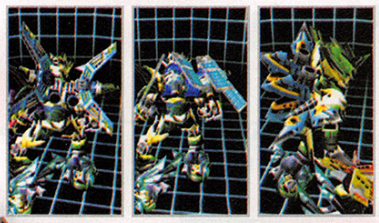
Guns vary radically, ranging from powerful single-round, short-ranged blasters to precise long-range multiple-round weapons. Three of the most effective guns are the all-around great 3-Way gun, the superpowerful Dragon gun and the impressive-looking Starshot gun.

BLOW AWAY THE COMPETITION



Bombs are great for immobilizing your opponent. Three powerful types are Delta, Titan and Geo Trap. Surround your foe with the Delta bomb's three damaging blasts, set off an enormous explosion with the slow-moving Titan, or pepper the ground with Geo Trap bombs—their high SIZ (blast radius), SPD and ATK will make quick work of most robos.

PIVOTAL PODS



Pods work well in some situations—when used properly they can hinder your foe's movement temporarily. You can take damage from your own pod explosions, so watch your step. Among the most useful pods are the Twin Flank (fire from behind a wall), Umbrella or Satellite (shoot at aerial robos), and the Sky or Ground Freeze (use them to stop your foe's bot in its tracks).

LEGS ARE THE LIMIT

Legs are a very important consideration when preparing for any battle—they heavily influence every aspect of your robo's movement, both on the ground and in the air. You can also augment a robo's natural abilities and attributes with the right set of legs. For instance, you can enhance a strong aerial model with the Long Jump, Quick Jump or Feather legs to increase its in-air mobility. You could also give additional speed to a robo that has fast ground movement by equipping it with Formula or Ground legs. Legs can also balance out a bot's weaker attributes: equip slow-moving robos, such as the Metal Grapplers, with Speedy or Mobile legs. When you select your robo's legs, consider the speed, range and shell-area of your opponent's gun, pod and bombs, and think about how you plan to move around the Holosseum.

BALANCED BRAWLERS

Shining Fighters have well-balanced abilities and attributes. They don't have any drastic strengths or weaknesses like other models—balance is their strength. The robos work well in any situation and are easy to handle with any combination of parts. A Shining Fighter is a safe bet against most opponents, especially if you prefer a fighting style that employs the simultaneous use of your bot's weapons and movements.

DIVE INTO YOUR OWN CUSTOM ADVENTURE

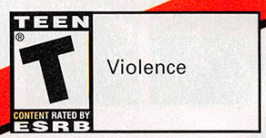
Prepare yourself for the ultimate challenge, aspiring robo commanders! With hundreds of unique parts to collect, the customization combinations are mind-boggling. Build the ultimate one-of-a-kind robo that reflects your fighting style and strategy, practice hard then take it into a Vs. battle and let your friends see a master commander at work. You can experience the addictive robo-battle action and intense multiplayer mayhem for yourself this May—only on the Nintendo GameCube.

STARSKY & HUTCH™

Tires squeal and retro funk blares as law-dealing duo Starsky & Hutch wheels through Bay City in Empire Interactive's ode to '70s TV. Strap into the Striped Tomato and let it roll.

THAT'S SOME RIDE

Dave Starsky's Zebra 3 races to the front of a pack of 21 unlockable '70s-style automobiles in Starsky & Hutch's car-chase-themed GCN adventure. A single player drives and shoots through the game's 18 TV-show episodes (and a handful of bonus chases), while two players split duties in cooperative play. It's smokin'!



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BAY CITY BEAT

High speeds and big stunts figure prominently in the game's three action-packed modes. By screaming through the story, you'll unlock options in supplemental modes, along with tons of goodies for your locker.

Story Mode

Bay City is crawling with creeps. As you pursue the perps, you'll grab upgrades and gain TV viewers by performing maneuvers.

Free Roam NP

The cars that you unlock in Story mode are available in Free Roam mode, a four-location search for hidden badges.

TV Specials

Racing, stunt and shooting TV Specials test your skills. You'll unlock them by completing secondary objectives in Story mode.

Locker

Huggy Tokens open a ton of extras, including TV-show stills and interviews with the original Huggy Bear, Antonio Fargas.

EPISODE GUIDE

Story mode comprises three six-episode seasons. As the first season develops, you'll chase a rogue's gallery of fast felons and uncover a bevy of feature-unlocking icons. Don't let the criminals out of your sight.

Episode 1 - "Fast Cars"

- **Primary objective: stop the blue suspect coupe.**
- **Secondary objective: destroy 20 cardboard boxes.**
- After you follow the suspect through the second floor of an office building, veer left onto the sidewalk and jump to the ledge above the Shelton's entrance to pick up a Huggy Token.
- Immediately after you collect the first Huggy Token, look right to see a vehicle-unlocking key on a footbridge. Backtrack to the bridge's entrance, then cross it to collect the item.
- After you pass the restaurant that has a red-and-white-striped awning, veer right to a Huggy Token that hovers over a fountain.

Episode 2 - "Special Withdrawal"

- **Primary objective: prevent the van from reaching city limits.**
- **Secondary objective: shoot 20 gas canisters.**
- Fly over the first jump, then veer left to get a Huggy Token.
- After you fire at the first grouping of X2 icons, you'll find a car key in a street-level parking area.
- Before you round the corner to the midlevel Special Event icon, grab a pistol on the right side of the street.
- Turn to the right after you trigger the special event, and drive through a storefront to collect the second Huggy Token.
- Drive through a fence and under the hospital to get a pistol.

Episode 3 - "Bay City Heatwave"

- **Primary objective: speed to the Gas 'n' Go then stop the white suspect coupe.**
- **Secondary objective: eliminate all junkyard suspects.**
- After you race down a hill and follow the bend to the right, you'll find a Huggy Token at St. Mary's Department Store.
- Follow the suspect into the roller disco, near Estelle's Motel, and collect the second Huggy Token.
- Immediately after you enter the junkyard, drive straight to a fenced-off area to find a car key and a shotgun.
- Eliminate the suspect after you pass the junkyard's second yellow bus to collect a Hi-Power Revolver.
- You'll discover a second Hi-Power Revolver on a platform that sits on the outer edge of the junkyard.
- On your clockwise trip around the junkyard, you'll find a second shotgun just before you reach the entrance.

Episode 4 - "Middle Man"

- **Primary objective: get to Louie's Chop Shop and stop the brown car before it reaches the city limits.**
- **Secondary objective: destroy the blue car.**
- Immediately after the first big jump, take a hard left through Deb's Cafe and drive on a dirt road to a car key.
- As you speed through the Wild West section of the movie studio, you'll find a Huggy Token on top of a building facade. Use a jump to get it.
- Near the end of the episode, you'll drive under a footbridge. Move to the left side of the street and grab a Huggy Token.

Episode 5 - "Squealing Piggy"

- **Primary objective: protect the unmarked police car.**
- **Secondary objective: activate 10 dockside containers.**
- During the second ambush, turn right into a chop shop yard and collect a shotgun.
- Before you reach the shipyard, turn left into an auto repair yard to discover a pistol.
- After you cross the railroad tracks in the shipyard, veer right to a huge ramp and jump to a Huggy Token.
- The second time you reach a set of railroad tracks, turn left and drive along the tracks to a ramp. You'll collect the second Huggy Token in the air.
- On your way out of the shipyard, you'll find a gap between containers to the right. Veer into the gap and drive through a pipe. You'll go airborne and collect the episode's key.

Episode 6 - "A Little Mayhem"

- **Primary objective: chase Carlton Breezy's limo.**
- **Secondary objective: jump five car transporters.**
- After you leap over a car transporter early in the mission, look to the right for a grassy patch of land. You'll find a Huggy Token and a shotgun among the trees.
- Once you drive into the underground parking lot, turn left to find a car key in a corner.
- After you cross the railroad tracks and leap over two car transporters in quick succession, drive up a ramp that curves around a building to the right, fly over a jump then grap a Huggy Token and a shotgun after you land.

STAY TUNED FOR MORE ACTION

Two additional seasons of car weaving and straight shooting await. The final season wraps up in Bay City's Dockside section. The criminals will attempt to take you for a long ride on a short pier. You can beat them at their own game by pulling off cool moves in hot pursuit. Ride on.

FUTURE TACTICS
THE UPRISING

TEEN T
CONTENT RATED BY ESRB
Alcohol Reference
Fantasy Violence
Mild Language

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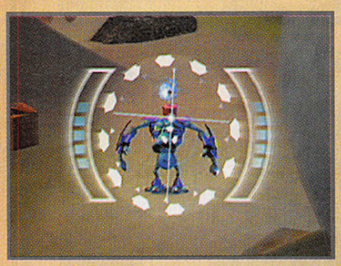
THE FUTURE DEPENDS ON YOU

The battle to reclaim the world from multidimensional invaders begins this spring in Crave Entertainment's Future Tactics: The Uprising for the GCN. Annihilate the enemy in single-player mode's 19 action-packed levels, or duke it out with a friend in the two-player customizable battle mode. You're mankind's only hope!

ARM YOURSELF FOR VICTORY

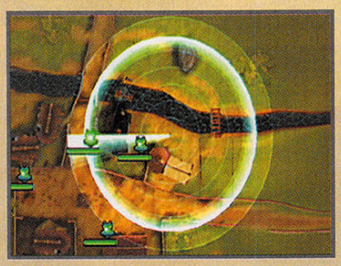
Your weapons utilize two targeting systems: first-person-style line of sight, and top-down-view ballistic. With both systems, you must create a target point by intersecting two lines. Your precision determines the accuracy and power of your shot. Check the Boot Camp Log for basic aiming, moving and attacking tips.

LINE OF SIGHT



The line-of-sight system requires you to have a clear shot at your target. Aim so your target is as close to the center circle as possible, then line up the crosshairs so they're centered on the target. Special upgrades will enable you to zoom in (press R), power up your shot (tap A) and more.

BALLISTIC



Ballistic weapons are more powerful than line-of-sight weapons, but also more limited in range and accuracy. The targeting circle covers a wide, bird's-eye view. Press A to stop the circle when it pulses over your target, then press A again to stop the sweeping line when it passes over your target.

MORE BANG FOR YOUR BLAST

Enhance each character's weapon by finding weapon upgrades during battles. (Upgrades appear as displayed below.) It doesn't matter who nabs an upgrade—you can give it to any active character: check its effect and choose the best candidate. Try to boost all characters equally.

TERRAIN TACTICS

The key to winning most battles is not to attack the enemy directly, but rather to use the environment to your advantage. You can hide behind or inside structures, blow craters in the ground to hinder your enemies' movement, or blow up objects such as large boulders to inflict massive damage on the creatures.

EAGLE-EYE SCOUTING

At the beginning of every battle, scan the terrain for enemy locations, weapon upgrades, health packs and environmental objects that you can use as weapons. Press B to look around, and A to change the camera view. Use the C Stick or Control Stick to move the camera. You can also toggle and rotate the camera view while walking—a useful trick when sneaking past enemies.

MOVE OUT!

Movement range varies by character and location. Green dots enclose a character's movement range for the turn. Blue dots delineate the area in which you'll be able to move after you attack.

DEMOLITION RISKS

You can destroy nearly everything in the environment, including boulders, tents and wagons, but blowing up objects can both hasten and hinder your progress. Before you blow something to smithereens, consider whether you need it for cover.

BRAINS OVER BRAWN

If you rush into every battle with guns blazing, you won't make it very far. The invaders are intelligent and powerful—you can't stand toe-to-toe with most of them. Instead, use strategic maneuvering and landscape advantages to earn victory.

KNOW YOUR ALLIES

You'll gain access to 18 characters in story mode—each has a dynamic personality, a unique weapon and a specific order in which it is upgraded. Become familiar with your character's strengths and weaknesses, such as range of movement and weapon type. When engaging an enemy, also consider your character's level (above his or her portrait), Exp. bar (to the left of the portrait) and number of weapon upgrades (yellow dots below the HP bar).

SEE NO EVIL, HEAR NO EVIL

The enemy is bound to spot you if you dash about in the open. When a creature spies you, a green exclamation point will appear above its head and it will transmit your location to every enemy on the battlefield. Sneak past your foes by pressing the Control Stick gently. Zoom in on creatures to see whose position they know.

TAKE THE HIGH GROUND

Staking out a high vantage point in a battle has its pros and cons. You'll have a much more clear shot at the enemy from atop a building or a large rock. Likewise, if you're in clear view you're a sitting duck. After you attack from a high spot, retreat (onto the roof's downslope or the boulder's backside, for instance) to shield yourself from assaults.

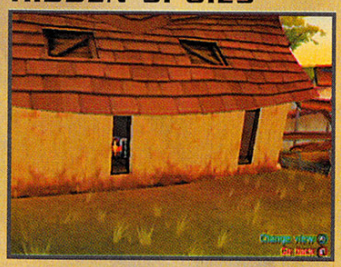
STRATEGIC SABOTAGE

During some battles, you must stop enemies from advancing to a certain location or lure them to specific areas, such as near water. Reduce enemies' movement options by destroying paths and bridges, then focus on obliterating the baddies.

EXERCISE YOUR OPTIONS

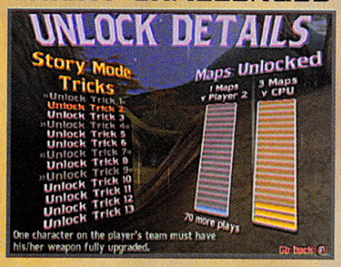
After a character attacks, he or she has three options: rest, heal or shield. The shield takes two turns to recharge after you use it, and it decreases your range of movement for the next turn by 70 percent. Use the shield if you can't hide behind a rock or a building. Heal when your HP bar is low, but guard yourself against attacks—you take extra damage if you're hit while healing.

HIDDEN SPOILS



You'll find some health packs and weapon upgrades inside buildings, but others are hidden in the most peculiar places—underground and even in the middle of rocks! In the third area, peek through windows to some helpful goodies. Blast away—you never know what you'll discover!

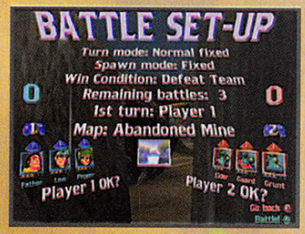
TRICKY CHALLENGES



Before you dive into a squabble in either mode, consult the Battle mode menu to see how many tricks you have yet to unlock. You must satisfy a certain condition in battle to unlock each one. Select a trick to view its condition in the screen's lower-left corner.

MULTIPLAYER MAN VS. MONSTER

Battle mode lets you engage in heated two-player face-offs. As you conquer areas and unlock tricks in Story and Battle modes, you'll open new Story-mode arenas, special battle objectives and other options to use in Custom Battles.



BLAST OFF, INVADER SCUM!

There's more to the aggressive humanoids than meets the eye. Your ragtag rebel group must discover their secret and save humanity. Immerse yourself in the compelling RPG story and action-packed strategy of Future Tactics, and send the blue-skinned fiends packing!

YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT . . .

MISSION: IMPOSSIBLE®

M:I

Operation Surma

Stealth and guile are your main weapons in Atari's newest GCN thriller, Mission: Impossible—Operation Surma. Because the game's first mission is basically a lengthy tutorial, we're starting our in-depth strategy coverage on the second mission—the Los Muertos Laboratories—but we'll lead you off with some basic tips for successful sneaking.

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TRICKS OF THE TRADE

Although each of the missions has unique tasks, there are five basic strategies that will help you throughout the game. Cameras and alarms are your main mechanical enemies, while the human element always bears watching.

1. LOCATE AND DISABLE SURVEILLANCE DEVICES.
2. NOTE THE ALARM SHUT-OFF LOCATIONS.
3. WATCH AND LEARN THE GUARDS' PATROL PATTERNS.
4. USE HAND-TO-HAND COMBAT WHENEVER POSSIBLE.
5. HIDE BODIES IN THE SHADOWS.

Blood
Violence

MISSION 2: LOS MUERTOS LABORATORIES

The laboratories are a storehouse for some of the worst biological weapons known to man, and it's time for you to clean house. Mission requirements are marked with a number in a red box—use them if you get lost or confused.

1 TAKE A CLEAR PHOTO OF A GUARD'S FACE WITH THE BINOCULARS

If you take a picture of someone, your sidekick, Luther, can use the image to create a mask—which makes infiltrating the lab much easier. Your first mission is to snap a picture of a guard. Use the Micro Cord to climb onto the yellow wire, then press A when the first guard is below you to launch a sneak attack. Disable the second guard with your fists, then take a photo of either one. Pick up and drop the guards if you can't see their faces.

2 TAKE A CLEAR PHOTO OF DR. NORTON'S FACE WITH THE BINOCULARS

MIND THE STEPS

Head down the stairs, using your EWG to take out three security cameras. When you reach the second-story stairwell, peek from behind the wall and wait for the guard to enter the room on the right, then follow him and knock him out with your mighty fists.

BECOME A PAPARAZZO

There is a second guard in the parking lot. Disable him quickly, then hide the body and get into the shadows on the right-hand side of the lot. The doctor is next to a chain-link fence at the left end of the lot. Wait for him to turn around, then snap the photo. Use the Y Button to zoom in on the good doctor, or Luther the art critic will reject the photo. He's picky about such things.

3 HACK THE SECURITY COMPUTER AND ENTER THE LOS MUERTOS FACILITY

DOES NOT COMPUTE

Once you have the doc's photo, wait for him to leave the area, then head for the computer room. Knock out the single camera on the right-hand side of the parking lot, then sneak toward the room that has a large glass window.

IT'S A HACKING HOEDOWN

The guard in the computer room is hard to sneak up on, so either use your Tranq Gun to knock him out, or run into the room and hit him with a flying kick. Luckily, the guards have kindly equipped all the computers you need to hack with bright gold keyboards; use the one on the desk to open the door.

4 FIND AND DISABLE DR. NORTON

NINJA ACTION

When you enter the lab, immediately use the Micro Cord to grab the overhead pipe, then crawl to the other side of the metal detectors and drop on the guard. If you're fast, you can do it before he moves.

A DESK JOB

Hug the left-hand wall then hide in the dark area behind the desk. Take out the camera across the way and wait for a guard to walk by. When he returns, shoot him just as he crosses between the wall and the desk, then hide the body once the man in the security room turns away. You can run straight past the desk and behind some crates as long as the security-room guard's back is turned.

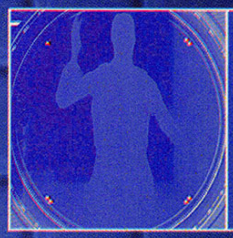
NO REST FOR THE BRAVE AND RESOURCEFUL

Once you've cleared the first guard and avoided the one in the security room, head down the hallway to the left. You'll need to sneak past another guard in the break room, but he often has his back to you. When you turn the corner, use the EWG to take out a second camera, then enter the door on the right-hand side of the hall.

5 HACK DR. NORTON'S COMPUTER FOR INFORMATION

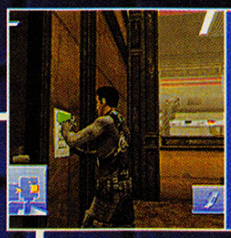
The good doctor is reviewing slides. Sneak up behind him and grab him with the R Button, then take him down the stairs to a locked door. Use the Y Button to force the doc to open the door. Pass through it and knock out the sawbones. Hack the gold computer on his desk to move on.

6 LOG DR. NORTON OUT OF THE SECURITY COMPUTER



NO ONE'S HOME!

Before you leave the office, a man will knock at the door—but like a bad salesman, he'll go away if you ignore him. Use the Sonic Imager if you want to see him walk dejectedly up the stairs and out the door.



SECURITY IS JOB ONE

Leave the office and turn right. The guard by the yellow cart is tough to sneak up on, so take him out with the Tranq Gun. When he falls, move toward him and take out a third security camera, then hide the body in the shadows. After that, wait for the security-room guard to turn away, then run and hide behind the crates to the left of the room. When he turns away again, hack the lock on the door to your left and go through.

BE A HACK

Once you're in the other room, keep crouched and hack the golden keyboard. It's like getting Willy Wonka's Golden Ticket, except Grandpa won't leap out of bed and dance around with you.

7 RENDEZVOUS WITH SPELVIN IN THE CONFERENCE ROOM

Use the cameras to track the guard in the security room. When he walks down the stairs, leave the room and run back to where you met the doctor. Your ally, Spelvin, will be there, disguised as the doctor. He'll give you a mask.

8 LOCATE A SECURITY BADGE

You'll need a security badge to move on. Head for the break room and dispose of the guard inside, then snag a badge from the jacket hanging by the lockers. There's also a health pack on the wall—grab it if you're running low on energy.

9 ENTER THE WEAPONS LAB

The badge and mask are a foolproof disguise. Walk like you haven't a care in the world (don't crouch or run) and head for the door to the right of the security room. The guard will buzz you in, at which point you'll lose your disguise. Well, it was fun while it lasted.

10 NAVIGATE SAFELY THROUGH THE TESTING RANGE AND ENTER THE COMPUTER CORE

GUNS OFF

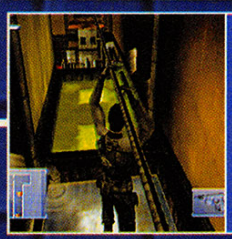
Your next objective is to navigate through a machine-gun testing range. Run to the computer on the platform and shut down the guns, then use the left-hand door. The scientist can't see you, so don't worry about being stealthy.

GUNS ON? NOOOOOO! NP

When you enter the range, a scientist will turn the guns back on. You'll need to move through the range by crouching behind targets. Hide behind one target in the first row, two in the second and third (you'll need to move left or right, not forward, once the first target is destroyed) and one in the fourth. Why the bullets don't penetrate the wooden targets and hurt you is a mystery for the ages.

DOWN DR. SCIENCE

When you've cleared the guns, sneak up behind the scientist and grab him. Though you may be tempted to give him a beating after the gun incident, just have him open the far door—then knock him out.



STAY DIRTY

The next room has a pipe that you can reach with your Micro Cord. There are two ways to cross the vats below the pipe. You can wait for the bucket to zoom by, then attach to the pipe and quickly move across. Or you can attach to the pipe and drop into the first vat (which won't damage you if you climb out quickly), then hug the wall and sidle past the vat of green acid.

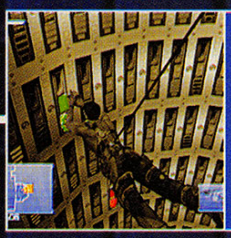
THE CORE PROBLEM

Drop on the other side and subdue the guard, then hack the red panel next to the yellow ladder. Use the Micro Cord to reach another pipe, then crawl past the disabled fans and into a vent.

11 RETRIEVE FILES FROM DATA ARCHIVES A & B THEN FIND THE ENTRANCE TO THE CORE VAULT

GRID OVER TROUBLED WATERS

Your friends can't shut down the laser grids, but they can create small holes that you can squeeze through. The first hole is on the right-hand side. You can reach the second by hanging on a pipe. The third is on the left-hand side of the room (you'll have to sidle through the opening), and the fourth is near another pipe. You'll have to wrap your legs around the pipe to clear the laser grid.



DATA ARCHIVE A

Cut the lock on the door to the data archive, hack the terminal, then use the Micro Cord to dangle from the hook at the top of the room. You'll need to move up and down and swing back and forth to reach the drives—access them with the Y Button.

IT'S EASIER WHEN THEY'RE STILL

The hallway leading to Data Archive B is booby-trapped with moving laser grids. The openings will always come in the same pattern: middle, then left-hand side then right-hand side. Crouch to get through the openings, and keep moving forward. It's no walk in the park, but who would want to play a game where you walked around a park?

DATA ARCHIVE B

You'll access Data Archive B in the same way as Data Archive A, except that there are five drives and you have less time. When you have the information, you'll go down another hallway with moving laser grids. The holes appear in the same pattern as before (middle, left, right). At the end of the process, you'll find a door to the computer core.

12 RETRIEVE FILES FROM DATA ARCHIVE C AND GAIN ACCESS TO THE COMPUTER CORE

ENTER THE CORE

Hack the two terminals on either side of the computer core door (the big, round thing in the middle of the room), then hack the terminal in front of it. When the door opens, run inside quickly. After a few moments, it will shut and you'll have to begin the process anew.

DATA ARCHIVE C

Take the ladder on the right-hand side of the room then use your binoculars to spy on the meeting below. When the participants leave, run up and get some info from a third data archive. Unlike with the first two, there is no time limit—but you won't be able to shut down the big, electrified arms. Assume a vertical position and slide past the arms. When they begin to move up, go horizontal and start accessing the drives. Take your time—the task is tough and you don't want to start over.

BUG THE COMPUTER CORE

Go back down to the computer core terminal, taking out the two new guards on the walkway first. (If you missed the code when you were watching the meeting, you can hack two more terminals in the bottom of the room.) When the core pops up, hack the yellow panel on its back then leave the room and hack the elevator in the office. Enter the elevator and save your progress.

13 GRAB A SCIENTIST AND TAKE HIM TO SPELVIN IN THE SERVER ROOM

OFFICE SPACE

Wait for the receptionist to get distracted by a phone call, then sneak past her desk and into the hallway, where you'll find a guard and a scientist chatting. Take out the camera at the end of the hall, then sneak behind the guard and knock him out. If you're lucky, the scientist won't notice his friend go down and you'll be able to grab him and take him to Spelvin. If he does smell a rat, grab him in the break room.

BLIND THEM WITH SCIENCE!

Take your scientist to the server room (in the center of the map) and use him to open the door. If you left the guard lying in the hallway, run back and hide him before help arrives. If you knock out the scientist by accident, you can find more in another office.

14 LOCATE ALL FOUR COMPUTER CODES AND ERASE SENSITIVE DATA FROM THE SERVER

STRIKE WHILE THE IRON IS HOT

It's time to play hardball! Once you've accessed the server room, subdue everyone you see and hide their unconscious bodies in shadowy places. You don't have the time to turn off alarms every time someone finds an unconscious colleague.

PASSWORD PUNK

After you open the server room, you'll need to find four access codes. One is on a table across from the door to the server room, and one is inside a room to the left of the servers. The room on the left may contain an egghead studying slides—pull your best schoolyard bully impression and knock the scientist unconscious.

HACKING FOR ACCESS CODES

You'll find the final two access codes in a cubicle-filled office on the right-hand side of the floor. When you enter, a pair of scientists will be talking. Wait for them to break apart, then sneak behind them and knock them both out. Hack the computers until you find the two codes, then return to the server room.

15 EXIT THROUGH THE SECURE ELEVATOR AND MEET SPELVIN IN THE BIOLAB

The secure elevator is in the room near the receptionist. There's a camera inside that can spot you as soon as you open the door, so wait for it to move before you crack the lock. As soon as you enter, disable the camera and head for the elevator. Use the Y Button to send the lift to Spelvin.

16 USE THE INCUBATOR CONTROLS TO DESTROY ALL THREE NEURODIOXIN VIRUSES

ENTER THE AIRLOCK

Head downstairs and take out the guard, then use his handprint to open both airlock doors. While you're waiting for the second door to open, consider striking dramatic and heroic poses. It will make you look and feel tough.

DESTROY THE VIRUSES

You must destroy three virus cultures. Press and hold the Y Button until the meter enters the yellow area, then tap the button at a steady pace to keep the meter there. Work quickly, or gas will flood the chamber and send you off to dreamland.

17 ESCAPE THE BIOLAB CAGE BEFORE SUCCUMBING TO THE FLOODING GAS

Use the Micro Cord to grab the yellow pipe over the biolab cage and escape the gas, then crawl to the end of the pipe and drop to the ledge. Head for the control room and leave through the far door to complete another stage of the mission.

18 MAKE YOUR WAY PAST JONG HO'S HENCHMEN

Leave your sneaking mindset behind and get out the big guns—it's time for a good old-fashioned lead throw. Take a pistol off the downed guard then make your way through the maze of labs, shooting everything that moves. Head shots and explosive barrels will down an enemy on the first try. Try to save your health packs for the upcoming boss fight.

19 DISARM ALL EXPLOSIVES SET BY JONG HO LI

SET YOURSELF UP THE BOMB

Jong Ho Li has placed three bombs in the lab. There is one on the ground level, one on level five (below you) and one at the top of the ladder near the ground-level entrance (listen for a beep when you approach a bomb). Once you disarm the first bomb, you'll have 5:00 to disarm the other two. Start with the one on level five and work your way up. Use walls for cover when fighting Jong Li's henchmen.

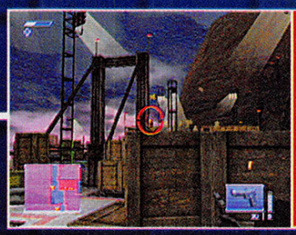
THE LAST BOMB

The bomb at the top of the ladder is easy to find but tricky to reach. You must venture across a narrow plank to disarm it, and one false step will send you plummeting to a terrible demise. Walk softly, agent.

20 PREVENT JONG HO LI AND HIS THUGS FROM ESCAPING

BECOME A GUNSLINGER

The final portion of the mission takes place where you started—in the parking lot near the helipad. Fight your way through the lot and up the stairs to the helipad, taking out henchmen as you go. There is a health pack in the control room next to the stairs.



A SAD DAY FOR JONG

At the helipad, duck behind the third set of crates. Jong Li will appear with henchmen. Blast the goons, then aim at Jong—when your cursor turns red, start firing. If you stay crouched behind the crates, you can eliminate him without taking any damage. If you dawdle, he'll send more men that you'll have to deal with.

MISSION 3: YUGARIA

A brilliant yet troubled computer programmer (is there any other kind?) has been caught up in a web of lies. Head to Yugaria and extract Miss Sofia Ivanescu before thugs end her career.

1 USE THE WASP TO FOLLOW SOFIA

The Wasp is a flying camera/stun gun. Launch two Wasps to dispose of the guards in the square (press the R Button to engage an electroshock), then fire off a third Wasp to follow Sofia. Don't down the guards where she can see them, or she'll panic and end the mission. Wasps are tough to fly at first—use small Controller movements to steer the machines around.

2 CATCH UP TO SOFIA ON FOOT

UP, UP AND DOWN AGAIN

After following Sofia, use the Micro Cord to grab on to the yellow pipe overhead, then shimmy over and drop on the guard below. His subpar Yugarian training is no match for your stealthy kung fu.

GUARDS AND GUNS

After you run through the unlocked gate, hug the wall and peek out. Three guards and a camera patrol the area. If you hit the camera with your EWG, you can use your RCV to get a good look at the area and plan your strategy.

PAST THE SCANNER LIGHTLY

There's more trouble ahead. Two guards are just around the corner. Take one out immediately, ambush the second then knock out the camera. A third guard is patrolling near an unbreakable scanner. Pummel him, then disable the one in the guard room with a Wasp or Tranq shot. Run directly under the scanner to the guard room and press the button, then run back through the scanner and hang a right.

STEALTHY OR ANGRY?

If you want to be stealthy, subdue the first guard and drag him behind the dumpster, then eliminate the second. Creep behind the crates and take out the camera, then dart the third guard and pummel the fourth. If you prefer the commando route, you can run in with guns blazing and take them all out with the pistol.

3 PLACE A BUG ON SOFIA'S LAPTOP

TUNNEL OF LOVE

Wait for the guard to walk past your position, then disable the camera. When he comes around again, grab him and use him to open the gate. A guard at the end of the tunnel will notice the open gate—deal with him.

BALCONY BALLET

Take out the camera at the end of the tunnel then move to the edge of the hedge on the right-hand side. There is a guard with sharp eyes on the balcony. Wait for him to turn around, then hit him with the Tranq Gun. Use the Micro Cord to reach the balcony, then disable another camera and take care of the guard in the street below.

BUG THE LAPTOP

Move along the right-hand side of the square and hide in the shadow behind the guard booth. When a heavy appears, take him out and move down the tunnel. Wait for the other guard to turn around, then hit him silently and bug the laptop.

4 OBSERVE SOFIA'S MEETING WITH BERKUT

Return to the square and head across the way. Disable the guard in front of another tunnel and follow it. When you reach another square, wait until you have an opening, then duck around the corner and disable the security camera. There is one guard to your right and another wandering in the gardens to the left. Sneak up on the guard to the right and disable him, then head for a ladder. You can take out the second guard either right then or after you observe the meeting from the platform at the top of the ladder.

5 INFILTRATE THE YUGARIAN INFORMATION MINISTRY

If you didn't eliminate the guard in the garden, you'll need to do so now. If you have a lot of Tranq Gun ammo left, use the weapon to do the job. If you're running low, ambush him. After you clear a path, pass through the door in the wall.

6 SEARCH BERKUT'S COMPUTER

There are two scanners and a camera in the hallway. Run under the first scanner and shoot the camera, then run down the left-hand hall before the scanner sees you. Enter the next room and use the Sonic Imager to see the guard. Ambush him and run through the room, disable another camera, then enter Berkut's office and hack his computer.

7 ACCESS THE MINISTRY MAINFRAME

PROGRAMMER BLUES

Use the monitor to check for baddies, then take out the first guard and camera. You need to reach the mainframe room at the far end of the hall—use stealth or firepower as you see fit. At the mainframe room, hack the door and use your night vision to see the laser grids. Climb on the boxes to disable a control panel—don't step on the metal grating.

SECRET AGENT MAN

Use your Micro Cord on the hook above the mainframe and stay hidden when a meeting takes place below you. When they leave, swing and land on top of the computers then drop behind them and disable a second control panel. Reattach to the hook then drop and hack the mainframe.

8 EXIT THE INFORMATION MINISTRY

It's time to blow this popsicle stand. Don't worry about being sneaky—just use your pistol and take out any resistance. Avoid the scanners in the last hallway—success will be yours.

9 PROTECT SOFIA FROM BERKUT'S THUGS

Protecting Sofia is a full-time job. Fly a Wasp through the gate to your left and to the second of two thugs hiding in a nook. Disable him then launch another Wasp and take out the closer thug. Launch more Wasps and keep following Sofia, eliminating thugs who chase her. After a bit, you'll find and use a Sniper Pistol. Stay zoomed out until you see a baddie, then zoom in, hit him with a head shot and zoom out again. When Sofia falls, shoot the remaining guards then target the pipe above her with the Micro Cord.

MISSION: PROBABLE!

Will Sofia make it? Can the crazed bio terrorists be stopped? And what in the heck is Surma, anyway? If you want the answers, you'll have to use your mad secret-agent skills to save the day.

SCHLOCK AND LOAD, BABY! SAM'S BACK WITH THE BEST CHEAP THRILLS AROUND.

SERIOUS SAM™

NEXT ENCOUNTER

The Serious Sam series has two claims to fame: low cost and high number of onscreen targets. Next Encounter continues the tradition—Global Star's $19.99-MSRP title pushes more simultaneous foes at you than any other first-person shooter available on the GCN.

MATURE 17+ M CONTENT RATED BY ESRB

Blood and Gore Violence

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TWISTED STRAIGHT-SHOOTER

DO THE TIME WARP AGAIN

If Peter Jackson or Sam Raimi had started in games rather than movies, the *Bad Taste* and *Army of Darkness* directors, respectively, would surely have created the cult-hit series Serious Sam. In Next Encounter, its time-hopping hero takes on 40-plus levels of the most bizarre aliens around.

In single-player and two-player co-op mode, you'll travel to Ancient Rome, Feudal China and Legendary Atlantis to purge alien abominations. By the time you finish each level, you'll have made a big mess—unless, as we did, you choose the Hippy Gore setting, which turns carnage into carnations.

SCORING THE LOST LEVELS

Next Encounter brings new weapons, enemies and vehicles to the series, plus 11 locked Lost Levels. You can access each one by earning a certain number of gold medals. You'll be awarded a medal after each level, and you'll get the gold if you rack up a huge point total by eliminating foes efficiently and finding secrets.

As you play through a level, your score will rise while you obliterate foes and earn combos. If you fall to enemy fire, you'll respawn and suffer a point loss. At the end of the level, you'll receive bonus points if you destroyed a specific number of foes within a certain amount of time.

SUPER COMBOS

If Sam strings together 20 eliminations quickly enough, he'll go into overdrive: for a short time he'll move faster and earn double points for every foe he eradicates. Keep an eye out for evil mobs that you can sweep in swift, steady progression to complete your 20-target chain.

To score 20 eliminations in a row, let no more than two seconds pass between victims. A rapid-fire weapon makes the task easier.

Learn where the mobs are in every level so you can reach the 20-enemy threshold with ease and have foes left over for your double-point spree.

Sam's overdrive won't last long. Aim for targets that offer the greatest number of points. (Don't eliminate them during the 20-foe chain.)

SURVIVAL STRATEGIES

BACK THAT THANG UP!

Next Encounter hurls waves of foes at you from many directions. Find a clear path, then put your back to it and retreat as you pepper foes that close in. As you retreat, select a weapon that best destroys your target (see below) then fire away.

LEAVE ONE AND LINGER

A new enemy swarm is often triggered by defeating the final foe from the previous swarm. If you need time to explore an area and dig up its secrets, leave the final foe alive—you won't get that rushed feeling that can ruin your day.

PUT HOP IN YOUR STRAFE

Strafing is essential, but when you're being dogged by incoming projectiles, hop repeatedly as you strafe, circle and swerve around your foes. The spring in your step is especially important when taking on the heavy-arsenal big boys.

TOGGLE AMMO TYPES

Many weapons, like the Mini Gun, can fire alternative ammo. If you've nabbed some of the special ammo packs, you can switch your weapon to the projectiles by pressing B. Save the ammo for desperate situations or combo-earning ops.

CROWD CONTROL

To the right, we've separated threats into three categories—a swarm of weak foes, a mix of weaklings and strong brutes, and a smattering of huge titans—that merit different weapon treatment. When facing a single type of enemy, use the chart below to find the best weapon.

WEAK

- DESERT HAWK
- DUAL UZIS
- MINI GUN
- FLAMETHROWER
- GRENADE LAUNCHER
- CHAINSAW

WEAK & STRONG

- MINI GUN
- SHOTGUN
- GRENADE LAUNCHER
- DUAL UZIS
- GAS GUN

HUGE

- SHOTGUN
- SNIPER RIFLE
- ROCKET LAUNCHER
- GRENADE LAUNCHER
- CHAINSAW

MAKE THE BEST MATCHUP

To find the best weapons for taking down specific aliens, look for an X where their names intersect. We've listed many of Ancient Rome's creatures to help you make the most of your time and ammo.

	SIRIAN BEHEADED ROCKETEER	SIRIAN BEHEADED FIRECRACKER	LEGIONNAIRE ANT	DUM DUM	KAMIKAZE MARINE	TWEEDLE DUM DUM	PORCINE BERSERKER	SIRIAN BEHEADED BOMBERMAN	BIO-MECHANOID, MINOR	CHARIOT HARPY	BIO-MECHANOID, MAJOR	WITCH HARPY	KLEER KNIGHT	SIRIAN WEREBULL	ELEPHANT GUNNER	MECHA ARACHNOID
SHOFIELD DESERT HAWK PISTOL	X	X	X	X	X			X	X			X	X			
DOUBLE-BARRELED SHOTGUN	X				X		X		X	X	X			X	X	X
BONECRACKER P-LAH CHAINSAW			X	X		X	X		X	X		X	X	X		
SHOFIELD UZI PISTOLS	X	X	X	X	X	X	X	X		X		X	X			
XPML4000 ROCKET LAUNCHER									X		X			X	X	X
XM4000 MINI GUN	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
RAPTOR 16MM SNIPER RIFLE											X				X	X
FLAMETHROWER	X		X	X		X		X	X	X		X	X			
MK III GRENADE LAUNCHER		X	X	X				X	X	X	X		X	X	X	X
XOP GAS GUN	X		X	X			X	X		X		X	X			

ANCIENT ROME'S SECRETS—REVEALED

You won't need a walk-through for Serious Sam: Next Encounter—the game is more about FPS blastfests than maze-crazy design. To help you hit scoring highs and nab gold medals, however, you'll want to find every secret. We're exposing all of them for the Ancient Rome levels.

01 – INCIDENT AT THE ARENA

NONE – You must earn a gold medal to unlock the Lost Levels menu, however.

02 – SENATOR CICERO'S VILLA

SECRET 1 – When you leave the courtyard where you start the level, turn left to face a locked door. Demolish the statue to the right of the door to expose the door switch. Push it then pass through the unlocked door to score the Shofield Uzi Pistols much earlier in the level.

SECRET 2 – In the first room you reach that has a skylight, a bull mosaic and a stairway leading upward, stand on the mosaic and fire at the wall opposite the stairway—aiming directly between the two wall torches. You'll blast back a wall section and expose a secret room that hides a rare Super Health item. The power-up will boost your health by 100 points.

03 – THE SENATOR'S VINEYARDS

SECRET 1 – Jump into either wine vat found at the start of the valley and touch its single health-granting pill to teleport to the wine cellar, where you'll find many power-ups. Shoot every barrel in the room to receive a Prohibition Bonus that drops an extra load of treasure into the room.

SECRET 2 – At the end of the level, swim to the far-right bank of the waterfall-fed lake. Shoot the barrel behind the trees, then walk onto the spot where the barrel was to teleport to a ledge. You'll see a power-up suspended in the air; grab it then fall straight down to collect a line of more power-ups and treasure.

04– VIA AURELIA

SECRET 1 – When facing the final gate (near the Sirian Werebull pen), go up into the left-hand hills to find a small grove with a tiny tree in it. Blast the tree to smithereens to find the Serious Skates, which let you speed around the field. The item is a must-have for racking up major combo points near the level's end, since you'll be able to speed around and pick off the throngs of weak creatures while avoiding the huge ones. When you go into double-score overdrive, you can focus on the remaining titans.

SECRET 2 – To the right of the final gates, far into the foothills, you'll find a secret camp where gobs of treasure are stowed in tents.

05 – OPENING THE AURELIAN GATES

SECRET 1 – As you pass through the first gate, you'll stand between two statues. Press the panel on the left-hand statue to open a secret door straight ahead. Enter the small room to collect a powerful armor power-up.

SECRET 2 – In the left-hand counterweight tower, you'll activate a switch that lowers the counterweight. As you ride the weight to the ground floor, watch for the hidden alcove. It contains health power-ups and Ricochet Bullets.

06 – TEMPLE OF NEPTUNE

SECRET 1 – Under the platform directly beneath the entrance to the first pearl room is a pill that marks the location of a button on the pool wall. Push the button to power up a teleport zone on the pool bottom. Teleport to a secret room that has the XM4000 Mini Gun.

SECRET 2 – On the long swim through the submerged tunnels that lead to the second pearl's location, find the brick button on the wall section in the immediate lead-up to the final upward path. Push the button then swim back to the main Neptune room. A door that you couldn't open before will swing open if you approach it. Enter the passage to return to the level's starting point. Defeat the new enemies to make a massive treasure stash appear on the floor.

07 – THROUGH THE SERVIAN GATES

SECRET 1 – Dive into the water underneath the broken bridge in the starting area to discover an armor power-up.

SECRET 2 – In the water-tank chamber, step on the plunger to release the water—and a mob of Dum Dums. Eliminate them all; a pill will appear under the tank. Touch it to teleport into the tank, which holds a huge arsenal.

SECRET 3 – When you enter the Pegasus room with the flipping platforms, walk straight ahead until you're facing the wall between two ceiling supports. Push the wall to reveal a treasure pile.

08 – THE TEMPLE OF MARS

SECRET 1 – A damaged wall is across the hall from the entrance to the final chamber. Shoot the wall until it collapses to create an opening into an inner chamber filled with armor power-ups and treasure.

SECRETS 2 & 3 – Two power-ups are suspended in midair at opposite ends of the lava pit in the final chamber. Two invisible paths each lead directly from the floor's edge to a power-up, but after you put the shield and sword keys in place they'll disappear. Each power-up counts as one secret.

09 – THE EMPEROR'S GARDENS

SECRET 1 – As you enter the garden at the beginning of the level, head right to reach the raised platform. Go around it to discover a discolored block; shoot it to open a secret room that holds health power-ups and rockets.

SECRET 2 – After you've assembled the sundial then moved into the second large area (the vine maze), advance a few steps from the entrance then strafe right until you see the vine-covered wall straight ahead. Blast the wall then enter a secret area to collect an ammo pack.

10 – CAESAR'S PALACE

SECRET 1 – You'll enter a two-level urn room soon after leaving the water at the start of the palace. Shoot every urn on both levels to make a treasure chest appear.

SECRET 2 – In the room with the second Mecha Arachnoid (the one in which Tweedle Dum Dums fly down from the ceiling), push the button on the wall diagonal from the entrance. A floor panel will open. Step onto the exposed area to get bounced to a secret stash above the room. You'll score a massive arsenal.

11 – TOUTS AT THE COLOSSEUM

SECRET 1 – In the room past the chamber with the dynamite plunger are two fallen lamps. Behind each is a button. Press both buttons to open a floor panel and reveal a teleport zone that takes you to a secret room where you can collect power-ups, the flame-spewing XOP Gas Gun and napalm canisters.

12 – UNDER THE COLOSSEUM

SECRET 1 – You'll fall into water as you start the level. Turn 180 degrees and swim underneath the fish-head fountain to discover an underwater passage. Swim through to a secret room where you can collect armor, homing bullets and Spider Mines—alternate ammo for the grenade launcher.

SECRET 2 – The second secret is far into the level. After you survive the boulder trap then swim through the deep sewers, you'll discover a wooden elevator. Before you hop onto it, turn left to see a plastered-up archway. Shoot it to reveal treasure and liquid nitrogen power-ups.

13 – SHOWDOWN AT THE ARENA

NONE – Focus on taking down Diablotaur and racking up combo points.

PLUNDER ROME'S LOST LEVELS

As you crack open Ancient Rome's Lost Levels, you can play through them even if you haven't completed the Rome missions. Any gold medals you secure in the Lost Levels count toward the cumulative medal totals required to unlock more levels.

PRAETORIAN CAMP (3 GOLD MEDALS)

SECRETS 1 & 2 – Before you enter the walled camp, investigate the two points where the wall meets the hillsides. Treasure is piled at both points. Be prepared for a fight as you approach the spots. Each treasure pile counts as a secret.

SECRET 3 – As you enter the walled camp, run down the left side of the perimeter wall until you see a long building that's parallel to the wall. A line of pills runs along the wall. Shoot the side of the building that the pill line seems to point to. A Serious Bomb is behind the wall.

SECRET 4 – The gate that leads from the walled camp (and the level) has an eagle above it. Blast it to pieces to shake treasure loose. After it falls to the ground, collect it to score a heap of points.

THE FORUM ROMANUM (5 GOLD MEDALS)

SECRET 1 – Run down the center of the Forum Romanum and turn left into a large grassy area. You'll see five alcoves set in a wall. Shoot the middle one to blast open a path to a sealed chamber crammed with treasure.

SECRET 2 – On the back-right side of the first temple that unlocks are two tall outdoor alcoves. Fire upon the right-hand alcove to shatter its back wall. Enter to discover a huge area littered with health and armor power-ups, plus Ricochet Bullets.

SECRET 3 – If you collect the red armor power-up after finding Secret 2, you'll score a third secret.

SECRET 4 – After you've opened the door to the final courtyard by pushing the switches in both Roman temples, you'll enter a wide-open space flanked by 10 warrior statues. Destroy all of them to make two treasure chests appear.

THE FORUM OF TRAJAN (7 GOLD MEDALS)

SECRET 1 – Just after you take the plunge into the pool at the beginning of the level, fire at the floor to open a hidden area.

SECRET 2 – Make your way to the giant column that stands between the War and Peace temples. Head to the rear of the column to find a target at the top. Blast it to open a door at the column's base, then enter it and ride the lift to obtain the hidden treasure.

ADDRESSING THE SENATE (9 GOLD MEDALS)

SECRET 1 – After you clear the enemies out of the first courtyard, go through the left door and head up the stairs. As you climb, watch for a diamond floor decoration—it's actually a button that opens a wall section nearby. Head inside to score another secret.

SECRET 2 – In the senate room, you'll find two triangular buttons set into the wall near the area where the two busts fit into their bases. The buttons are disguised as parts of the wall design. Press both buttons to open the door that overlooks the starting-area courtyard. Grab the sniper rifle then hit all the targets—the more you strike within the time limit, the more prizes you'll win.

CAESAR'S SANCTUM (12 GOLD MEDALS)

SECRET 1 – Head through the gate and face the pool that's surrounded by statues carrying urns. Walk down the right-hand side of the pool to find the nearby button. Push it to make treasure appear.

MORE LOST LEVELS TO COME

Feudal China and Legendary Atlantis have even more Lost Levels. To open them, continue stockpiling gold medals. You'll need 31 to open the final one!

LOCKING HORNS WITH DIABLOTAUR NP

After you brave mobs of titanic foes during the Showdown at the Arena level, you'll face the immense Diablotaur. The rocket launcher and Mini Gun work best against the beast. Use the hopping-strafe to avoid its projectiles as you run for the Serious Skates (at the end of the arena behind the boss's starting position). The skates will give you the speed you need to avoid Diablotaur's swift barrage of attacks.

Thin out the boss's minions as you strafe toward the Serious Skates.

Pick up health and ammo power-ups while you make your way across the stadium. Once you've claimed the Serious Skates . . .

. . . you can easily outrun Diablotaur's projectiles and charging-bull attacks while you focus your rocket launcher and Mini Gun strikes at the boss's hide. He's a big target, so maintain a healthy distance.

SERIOUSLY ENTERTAINING

With dozens of single-player (and co-op) missions that follow the Ancient Rome levels, lots of unlockable Lost Levels and three multiplayer modes, Serious Sam: Next Encounter offers tremendous double-barreled bang for your buck. If you're serious about a fun value, Next Encounter is your game.

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

EVERYTHING OR NOTHING BOND MOMENTS—PAGE 72

Classified Information is going retro this month with some ancient ships in *Star Wars* Rogue Squadron III: Rebel Strike, classic jerseys in NBA Live 2004, a trailblazing platformer in Pitfall: The Lost Expedition and one of gaming's oldest, most famous codes in Yu-Gi-Oh!: The Falsebound Kingdom. As if that weren't enough, we'll reveal the rest of the Bond Moments in James Bond 007: Everything or Nothing.

GLADIUS GCN
JAMES BOND 007: EVERYTHING OR NOTHING GCN
NBA LIVE 2004 GCN
PITFALL: THE LOST EXPEDITION GCN
STAR WARS ROGUE SQUADRON III: REBEL STRIKE GCN
YU-GI-OH!: THE FALSEBOUND KINGDOM GCN

STAR WARS ROGUE SQUADRON III: REBEL STRIKE GCN

USE THE CODES, LUKE

UNLOCK AN ARMADA OF SECRET SHIPS AND PLAY MODES.

We're returning to a galaxy far, far away this month with some new codes for Rebel Strike. You'll find the Passcodes entry in the Options menu. As with the unlockables featured in Volume 176, some of these goodies require two passcodes. After you input the first one, R2-D2 will squeak and the code will disappear. Input the second code to complete the process.

SWEET RIDES

Fill your hangar with a couple of the Empire's finest, some relics from the Old Republic and even a Buick convertible, fully equipped with AM-FM radio and cluster missiles.

PASSCODES	SHIP
BBGMYWSX JEDIWHO?	JEDI STARFIGHTER
RTWCVBSH BFNAGAIN	NABOO STARFIGHTER
AXCBPRHK WHATTHE?	RUDY'S CAR
TGBCWLPN ZZBOUNTY	*SLAVE I*
JASDJWFA !DABOMB!	TIE BOMBER
FRRVBMJK LOOKOUT!	TIE HUNTER

Some crafts are available only during certain missions, so they won't always appear in the hangar.

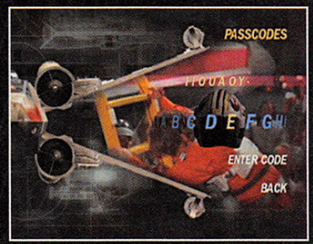
CODES

THE GALAXY IS YOUR OYSTER

If you want to see everything the game has to offer without putting in the hard work, simply enter the passcodes below.

PASSCODES	RESULT
YNMSFY?P YOUDAMAN	UNLOCK ACE MODE
IIOUAOYE WIMPIAM!	UNLIMITED LIVES
EEQQ?YPL CHE!ATER	UNLOCK ALL REGULAR MISSIONS IN SINGLE-PLAYER MODE
SWGRCQPL UCHEATED	UNLOCK ALL MISSIONS IN COOPERATIVE MODE
WPX?FGC! EXCERSIZ	UNLOCK THE ENDURANCE MISSION IN COOPERATIVE MODE

You can toggle Ace mode on and off from the Special Features menu.



Unfortunately, you must reenter the code for unlimited lives every time you turn on the game.

The EEQQ?YPL/CHE!ATER code even unlocks bonus missions.

In the Endurance mission, you'll face wave after wave of TIEs.

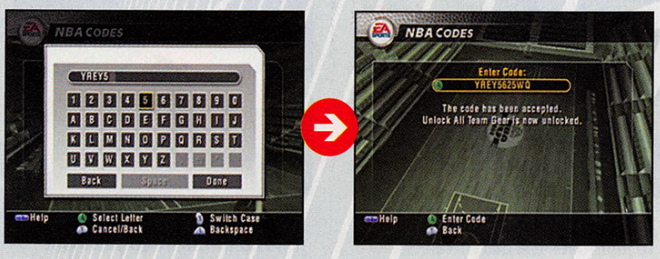
NBA LIVE 2004 — GCN

▼ DRESS FOR SUCCESS — CODES

HIT THE COURT WITH SOME STYLIN' THREADS.

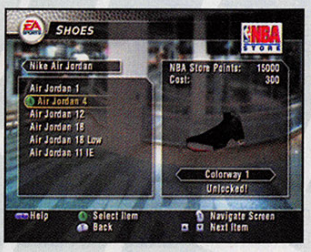
To celebrate the playoffs, we're revisiting NBA Live 2004 this month with a collection of codes that will unlock every piece of gear in the NBA store. Select NBA Codes from the My NBA Live menu and input any or all of the following codes to load your locker with classic uniforms, practice jerseys, team headbands, Nike shoes and more.

CODE	RESULT
725JKUPLMM	UNLOCK ALL HARDWOOD CLASSICS JERSEYS
ERT9976KJ3	UNLOCK ALL NBA GEAR
POUY985GY5	UNLOCK ALL SHOES
YREY5625WQ	UNLOCK ALL TEAM GEAR
87843H5F9P	EARN 15,000 NBA STORE POINTS



After you enter a code, a confirmation screen will appear to tell you what you've unlocked.

Show off your team's heritage with old-school jerseys.



To be a true baller, you'll need the right pair of shoes.

GLADIUS — GCN

▼ CONQUER THE COLOSSEUM — CODES

GIVE YOUR GLADIATORS AN EDGE ON THE BATTLEFIELD.

Having a hard time fulfilling your destiny? Victory will come easy with the codes listed below. Each sequence must be entered from the Pause menu at a particular point in the game. You can input the first code during battle, the second and third codes at the league office and the final three codes at your school. A pleasant jingle will indicate when a cheat has been activated.

CODE	EFFECT
UP, LEFT, DOWN, RIGHT, LEFT, LEFT, LEFT LEFT, UP, UP, UP, UP	PULL BACK THE CAMERA
RIGHT, RIGHT, RIGHT, UP, UP, LEFT, LEFT, LEFT, LEFT, RIGHT, DOWN, DOWN, DOWN, UP	DECREASE ENEMY LEVELS
RIGHT, RIGHT, RIGHT, UP, UP, LEFT, LEFT, LEFT, LEFT, RIGHT, UP, UP, UP, UP, DOWN	INCREASE ENEMY LEVELS
RIGHT, DOWN, LEFT, UP, LEFT, LEFT, LEFT, LEFT, Y, LEFT	EARN 1,000 DINARS
RIGHT, DOWN, LEFT, UP, LEFT, LEFT, LEFT, LEFT, Y, RIGHT	EARN 1,000 EXPERIENCE POINTS
RIGHT, DOWN, LEFT, UP, LEFT, LEFT, LEFT, LEFT, Y, Y, Y	ELIMINATE EQUIPMENT RESTRICTIONS

Why spend all that time training when you can gain instant experience by pressing a few buttons? Commodus would be proud.

PITFALL: THE LOST EXPEDITION — GCN

▼ BLAST FROM THE PAST — CODE

EXCAVATE THE ORIGINAL PITFALL.

To unlock Pitfall Harry's first adventure, hold the L and R Buttons at the title screen and press X, X, Left, Right, X, B, A, Up, X. If you punch in the sequence correctly, the phrase "Cheat code accepted!" will appear. To play the Atari 2600 classic, press Start and select Pitfall! from the main menu.

It may not look like much in this day and age, but the original Pitfall paved the way for platformers like Mario and Sonic.

YU-GI-OH!: THE FALSEBOUND KINGDOM — GCN

▼ EASY MONEY — CODE

STRIKE IT RICH WITH THE KONAMI CODE.

You can add 573 gold pieces to your coffers by entering the classic Konami code—Up, Up, Down, Down, Left, Right, Left, Right, B, A—anywhere on the battlefield (don't pause the game, though). You'll hear someone exclaim "Yu Yu!" to confirm that the code worked.

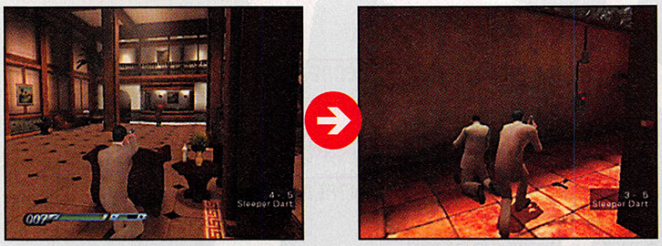
You can enter the code as many times as you see fit—and quickly become the wealthiest marshal in the kingdom.

BOND, JAMES BOND

COMPLETE ALL OF THE BOND MOMENTS IN THE FINAL 10 STAGES.

In last month's strategy review, we walked you through every Bond Moment in the game's first 17 stages. This month, Classified Information will escort you to the game's conclusion and help you earn the rest of 007's defining moments.

A SIMPLE EXCHANGE



Without being detected, flip the switch on the first-floor patio to disable the security lasers. Take out the guards with your Sleeper Darts and hug the right-hand wall in the lounge to avoid being spotted by the cameras.

Reveal a secret door by pushing the cabinet on the patio where you found the switch.

Disable four cameras with your EMP grenades (the flash can alert nearby guards, so be careful).

RED LINE

After the first set of explosive barrels, hit the mound next to the tree on your right, then drive to the left of the following tree.

Keep an eye on the map and cut across the shortcut on the right side of the road near the end of the track.

AMBUSHED

Throw a guard off the second floor by pressing the X or Y Button while his back's against the railing.

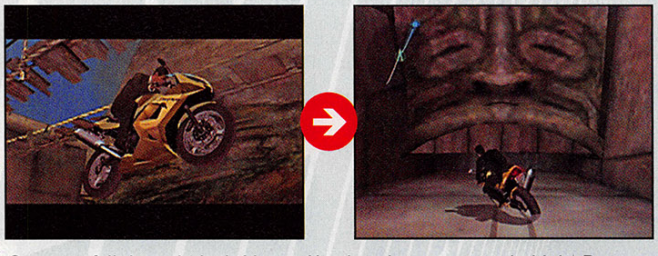
Stand on the balcony adjacent to the race car driver's room and shoot the fuse box below.

In the first-floor lounge, open the door at the end of the hall to your right. Inside you'll find a crowbar, a rocket launcher and two pieces of body armor.

THE HIGH ROAD

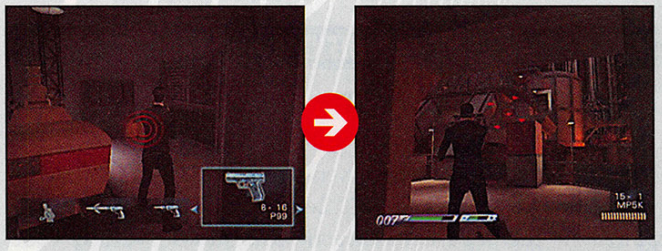
Use the fireworks factory steps to jump over the pair of tanks.

When you get on the motorcycle, drive up the stairs to your right.



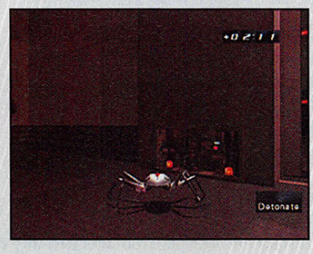
Once you fall through the bridge and land on the waterway, hold the B Button to slide through the tight entrance to the mine.

DIAVOLO'S PLAN



After you take out the first few guards, return to the drill room and use your Bond Sense to target the propane tanks. Blow them up to reveal a weapons locker, then go back outside and use your Bond Sense again to target more tanks on a platform overhead. Shoot them to take out a pair of soldiers.

Use a Q-Spider to get the armor under the control-room stairs.



Deploy a Q-Spider to blow up the control panel behind the laser grid.

THE PLATINUM WAR

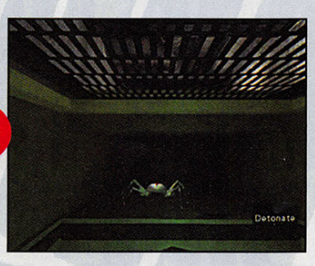
Knock out the wall blocking your path, then hang a right and fire a Nano Shell to bring an arch down on an enemy tank.

Turn left at the next fork in the road and blast the truck with your Plasma Gun. The explosion will blow a hole in the wall of the adjacent building.

DANGEROUS DESCENT

At the beginning of the level, send a Q-Spider onto the crates behind you and follow them through the open window. In the next room, wait for the guard to open the red doors, then take him out.

Walk down the first set of stairs and use your Bond Sense to destroy the crate across the gap. Deploy a spider behind the crates and detonate it near the blinking console in the room to the right.



When the doors open in the elevator shaft where the jet is, use your Bond Sense to blast the floor panel just beyond the middle door. Deploy a Q-Spider and lead it down the ramp beneath the nearby pipes, then have it follow the tunnel and blow up the guards at the other end.

RED UNDERGROUND

Exit the shaft and shoot the guard on the catwalk under the jet.

Fire a Network Tap at the nearest tank to take control of the turret.

Before rapelling to the floor, turn right on the first catwalk and use the platform to reach a Dragunov at the far end.

Approach the ramp in the corner, then go back and use your Bond Sense to shoot the control panel beneath the elevated tanks.

Defeat the guard standing next to the control room by pressing the Spray Platinum button inside.

After you open the blast doors, toss a Strobe Grenade at the guards waiting on the other side.

THE FINAL CARD

Make your way to the middle of the control room (gunning down the guards along the way) and fire a Network Tap at one of the turrets from behind. Three guards will enter the room from the main door (where you started the level), and three more will enter from a door to your left. Take out all six with a total of three or fewer rockets.

Before you blast Diavolo with the turret, use it to destroy the other turret in the room.

As you're shutting down the silos, don't enter the double doors on the left side of the room until you send a Q-Spider through the nearby vent to blow up the two guards waiting on the other side.

On your way to the main entrance during your escape, throw an EMP Grenade at any guard wearing a Nano Suit.

EVERYTHING OR NOTHING

At the beginning of the level, dispatch the guards that pour out of the room in front of you, and the one hiding behind the crates to your left. Enter the room and take out the guards there, as well as the ones in the locked room to your left (shoot through the windows). Exit and deploy a Q-Spider next to the aforementioned crates, where that guard was hiding. Lead the mechanical arachnid all the way to the stairs on the other side of the room, then follow the same path as you did for your first Bond Moment in Dangerous Descent. Go through the open window then into the next room, and detonate the spider next to the double doors that are boarded shut.

Enter the doors that you blasted open with the Q-Spider and walk into the vault to your right. You'll find tons of ammo and body armor there.

As you make your way through the freight room, you'll see a large red crate suspended from the ceiling. When there are guards underneath the crate, use your Bond Sense to shoot the red light next to the crate and bring it crashing down on top of them.

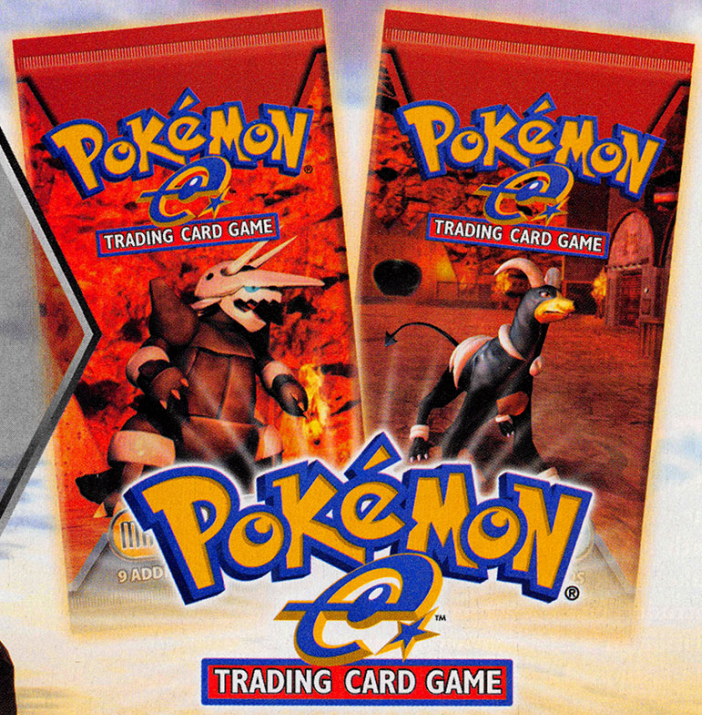
WHOSE SIDE ARE YOU ON?

TEAM MAGMA NEEDS YOU!

Pokémon-e Trading Card Game: EX Team Magma vs Team Aqua is here – Join Team Magma and rule an arid planet where Pokémon reign supreme! Prepare for battle with:

- 95 new cards – including 14 new trainer cards
- 59 Team Magma and Team Aqua Pokémon
- Dual Energy type Pokémon for enhanced game play

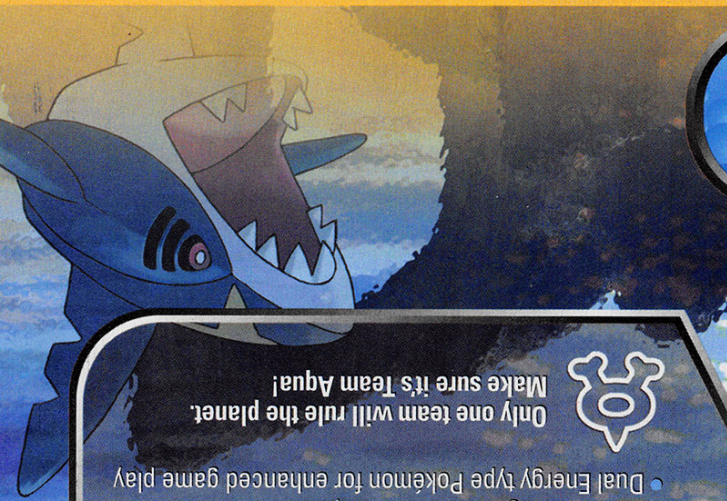
Only one team will rule the planet. Make sure it's Team Magma!



Pokémon
TRADING CARD GAME

TEAM MAGMA EX VS TEAM AQUA

TEAM MAGMA EX VS TEAM AQUA



TRADING CARD GAME

TEAM AQUA NEEDS YOU!

Pokémon-e Trading Card Game: EX Team Magma vs Team Aqua is here – Join Team Aqua, start a massive flood, and lead water-type Pokémon to take over the planet! Prepare for battle with:

- 95 new cards – including 14 new trainer cards
- 59 Team Magma and Team Aqua Pokémon
- Dual Energy type Pokémon for enhanced game play

Only one team will rule the planet. Make sure it's Team Aqua!

Nintendo

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e-reader

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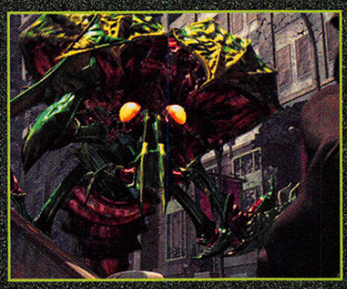
ARCADE SHOOTING GOES 3-D IN MASTIFF'S LATEST, EXCLUSIVELY FOR NINTENDO GAMECUBE.

SPACE RAIDERS™

スペースレイダース

THEY'RE HERE!

Many years after Space Invaders took the world by storm, the aliens return with a vengeance in Space Raiders. Take back the Earth from fierce intruders bent on wiping out the population in a 21st-century homage to old-fashioned arcade shooters.



TEEN T CONTENT RATED BY ESRB
Blood and Gore
Partial Nudity
Violence

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CALLING ALL HEROES

Against nearly insurmountable odds, three brave individuals are putting their lives on the line to save the world. Experiment to find the character that best suits your playing style.

JUSTIN

SUPER WEAPON: WIDE SHOT

For the bug-blasting novice, Justin is a wise choice. He has balanced speed and firepower, but he does not excel in either trait. His super weapon sends out a circular blast then fires wide beams automatically for a short while.

ASHLEY

SUPER WEAPON: SONIC BOMB

Ashley can move around quickly to avoid enemies and reach power-ups, but her blaster is rather weak. Unleash the Sonic Bomb to eradicate hordes of enemies. Its effect extends briefly to new spawns as well.

NAJI

SUPER WEAPON: REFLEX SPHERE

What Naji lacks in speed he nearly makes up with blaster power. His super weapon generates two stationary orbs that redirect his blaster fire toward the nearest enemy, but it's difficult to use and not as effective as the others.

MULTIPLAYER ACTION

Part cooperative, part competitive, Survival mode features two-player simultaneous action. It differs from Story mode in that each character gets only one life. Players rack up points individually and power-ups are scarce, which makes alien hunting even more sporting.

BE READY FOR ANYTHING

You have a good group of fighters, but the aliens aren't the least bit worried. Practice advanced techniques so you're prepared to handle even the worst of them.

TAKE COVER!

Use stationary objects within the levels as protection, especially from enemy fire. Also, fire at cars and other distant objects to drive up your consecutive-hit count.

KNOW YOUR ENEMIES

Understanding how the enemies move and attack will help keep you alive. Identify the most imminent threats and target them first. Audio clues announce the approach of certain baddies.

ROCK AND ROLL

The rolling dodge is both a defensive and an offensive skill. Spin underneath blaster fire when the shooting gets heavy, and roll over enemies when they get too close for comfort.

USE SPECIALS SPARINGLY

Sub-weapon ammo for bombs and super weapons appears rarely, so use the weapons only when necessary. Other upgrades are temporary, so wait to grab them until they'll be most effective.

THE BAD...

Levels are divided into enemy waves. Defeat all of the attackers quickly to earn a time bonus on the substages, but save your special weapons for the boss battles instead of using them to improve your level time.

BUILD UP THE SHOT METER

Fill your shot meter by scoring consecutive hits without receiving damage, and by not missing any enemy or object. The "shots" numbers below indicate the number of shots you must fire from Justin's blaster at its weakest level to defeat the enemy.

SHOTS:1

Giant green brains lumber around on spiderlike legs. Their shots are slow, but wide and powerful. Occasionally one of the more adventurous aliens will come too close—roll over it to squash it.

SHOTS:2

Be wary of the humanoid hunchbacks. There are several varieties, each with a different weapon, but they are all quick and have good aim. Destroy the closest ones first.

SHOTS:4

You can damage the giant flowers only when their petals are open. They have a huge array of attacks and can also vanish for a short time. Worse yet, their aim makes their shots nearly unavoidable.

SHOTS:1

Stay moving to avoid the frequent charges from blue, low-flying predators. The red-and-green variety also fires a weapon, but if you move constantly, the shots are easy to avoid.

SHOTS:2

The green blobs hurl balls of slime over any obstacles between them and you, so destroy the obstacles quickly to gain access to the foes. When shot, the larger blobs divide into four smaller blobs.

SHOTS:5

Although slow-moving, the big-headed mutants are hard to take down. They attack when they are shot. Split their projectiles in two with your blaster, but be sure not to step into the diverted path.

SHOTS:3

The bug-eyed, sharp-billed aliens require several shots to dispatch but are easy to hit—which means a high chance of consecutive hits. Their dual beams are pretty quick, so be ready to roll to safety.

SHOTS:2

The razor-toothed plants have quite an arsenal. Watch out for the purple clouds that temporarily shrink you (and make you slower). The beasts will also spit seeds, which will grow into new plants.

...AND THE UGLY

The bosses have very little in common with each other, except their awesome destructive power. You'll have to use all of your fighting skills to beat the behemoths. Roll maneuvers and special weapons play a huge part in boss battles. The bosses will often hint at their next move, so pay close attention.

Keep your weapon on target to upgrade your blaster and make short work of the bosses.

All bosses send out underlings. Keep your eyes peeled for opportunities to blast them.

BACK STREETS BOSS

The giant gorilla boss has several very powerful attacks. Its blaster is basically a decoy for its much more devastating rock, lightning and flame attacks. Destroy the smaller enemies only when convenient; the main boss's weaponry is far more dangerous than their tiny beams.

TOWN BOSS

It's easy to be lulled into a standing battle against the large, slow-moving flower boss, which is exactly what it wants. Keep moving to avoid its many devastating attacks that pounce upon you with frighteningly short notice. The electricity that whips across the ground in front of the boss is especially damaging.

UNDERGROUND BOSS

The key to the big slime boss is well-timed rolling. It fires a wide arc and sends slimy minions toward you. Roll over the small slimes the moment the main monster attacks. Toward the end, the slime will dissolve and the eye will dart around quickly, but it's easy enough to finish off.

HANGAR BOSS

The giant crab has fewer attacks than the previous bosses, but they all pack a wallop. Stay in front of it to avoid being hammered by the giant claws, but be ready to dodge the beams from its eyes. Stay alert when it loses its carapace—the fight is far from over.

TAKE THE FIGHT TO THEM!

After the big fight in the hangar, you're off to the alien mothership for more furious combat. You haven't seen the last of the bosses you've already fought—another round of them, back to back, awaits you before the final assault on the alien leader.

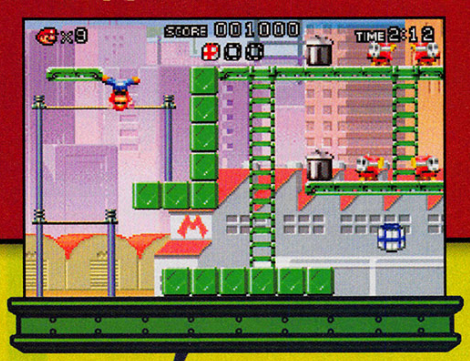
MARIO VS. DONKEY KONG

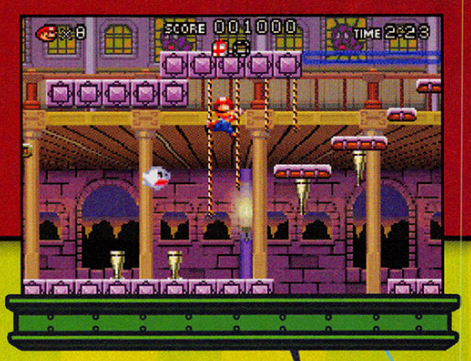
© 2004 Nintendo. Developed by Nintendo Software Technology Corporation.

A rivalry is reborn. The plumber and the primate are at it again in Nintendo's old-school stomper.

Manic Monkey Mayhem

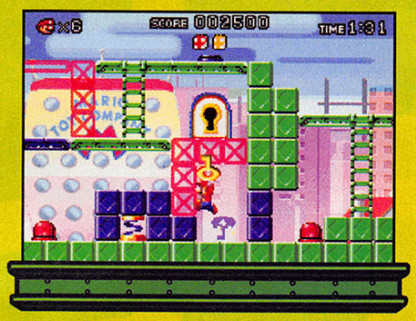
What Donkey Kong wants, Donkey Kong takes. Bitten by the bug to collect miniature mechanical Marios, the ape breaks into the Mario Toy Company at the start of Nintendo's GBA platform-puzzler and runs off with a bag that's bursting with wind-up plumbers. Not one to put up with Donkey Kong's antics, Mario sets off to reclaim his creations by hopping, flipping and pounding his way through 84 levels of arcade-style action. Due out in late May, Mario vs. Donkey Kong plays like a classic that's been rebuilt from the ground up with new twists, tons of humor and frantic fun around every bend.





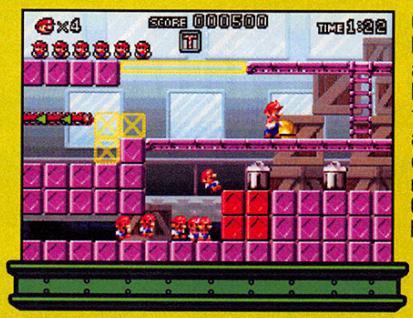
Toys, Keys and One Big Ape

As DK bounds through Mario Toy Company, Donkey Kong Jungle, Fire Mountain and the rest of the game's six worlds, Mini-Marios drop from his bag. The full-size Mario must unlock levels and gather the stray toys, then guide them to a toy box. At the end of each world, he'll face off with DK.

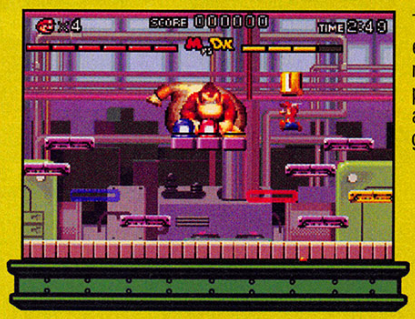


Before he can reclaim each miniature Mario, the life-sized hero must seek out a level key and carry it to its lock.

Getting the key to the lock can be a real head-scratcher, but creativity and persistence pay off.



Once all of the Mini-Marios in a world are accounted for, big Mario must take them to a toy box in a lead-and-follow exercise that recalls the plight of Captain Olimar and his Pikmin.

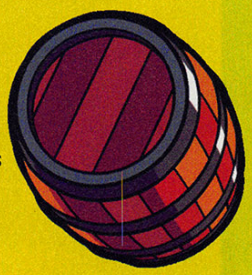


The grand finale of every world is a match between pure primate power and heroic guts and grace.

Mario's Got Moves

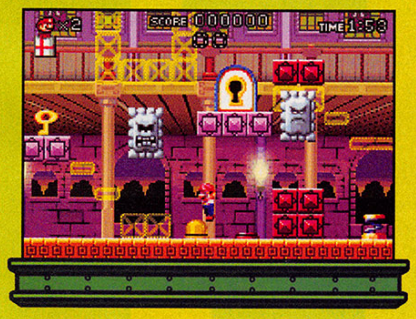
He's always been more athletic than the average pipe fitter, but in Mario vs. Donkey Kong, Mario really shows his stuff. He backflips high into the air, spins on gymnastic bars and walks on his hands. A demonstration before each level shows one of Mario's new maneuvers and the button combinations required to pull it off.

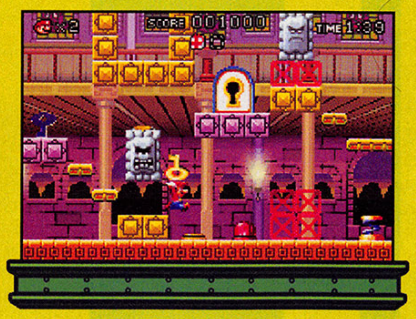
Bricks, eggs and other materials break apart when they hit Mario's boots. By standing on his hands, Mario protects his noggin from falling debris.



Spring-Loaded Fun

The latest clash between the man and the monkey is a hall of fame for interactive elements—switches, springs, spikes and spooky Boos—from the 2-D Donkey Kong and Mario Bros. games. They are brilliantly placed in all-new puzzles that will challenge your wits and reflexes.





Switches solidify blocks of the corresponding color and make other blocks disappear. They hearken back to the switch palaces of the original Super Mario Bros. game.

Mario brandishes a hammer and smashes enemies and menacing objects as he did in the first Donkey Kong title.

Hanging vines and falling fruit recall the adventures of Donkey Kong Jr.

Many Mini-Marios

There are six worlds each with six miniature Marios to reclaim. That's a lot of wind-up toys, and a lot of fun to be had at Donkey Kong's expense. As you become proficient in collecting keys, gifts and toys, you'll rise to the top of the scoring ranks. You'll earn a gold star for every record you break; a good incentive to return to completed levels and try them again. Prepare for hours of fun and GBA-rocking monkey business this summer.

Tom Clancy's SPLINTER CELL® PANDORA TOMORROW™

TEEN T CONTENT RATED BY ESRB — Mild Violence

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SAM FISHER SLIPS INTO THE SHADOWS IN UBISOFT'S DARK, TERROR-TINGED GBA STEALTH-ADVENTURE SEQUEL.

UNDERCOVER AND OUT OF SIGHT. FISHER WORKS THE FRINGE.

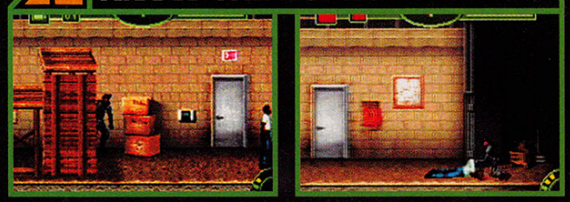
Operating on the edge of the NSA, top-secret agency Third Echelon sends lone operatives into sensitive situations to neutralize politically charged situations. Superagent Sam Fisher has made a name for himself as an undetectable but very reliable Splinter Cell. A conflict in East Timor has put Fisher into play. Working behind the scenes, Fisher must support U.S. troops in an effort to head off a devastating biological attack.

MISSION SELECT: EMBASSY 1

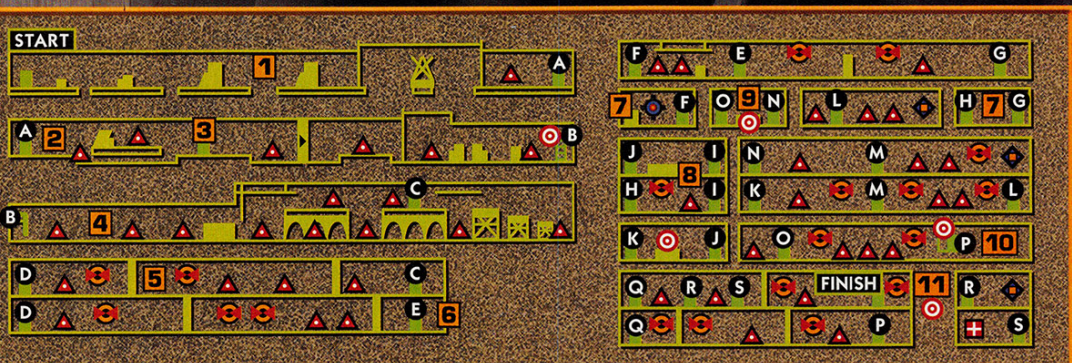
The U.S. embassy in East Timor is under siege. You must guide Fisher into the facility, slip past guards (or knock them out before they sound the alarm) and gather information for Third Echelon. Tread lightly. One mistake will bring mission failure.

- INFILTRATE THE EMBASSY.
- LOCATE AND ACCESS SHETLAND'S PALMTOP.
- SEND INFO TO GRIMSOOTTIR.
- LASER-MIC INGRID'S WINDOW.
- ESCAPE TO THE COURTYARD.

KNOW THE ROPES



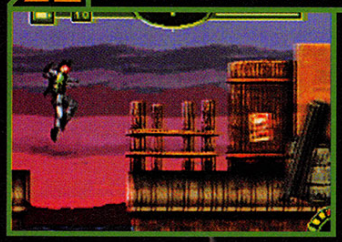
The training mission will clue you in to the adventuring basics and key maneuvers. As you sneak through the training ground, you'll learn how to pick locks, fire at angles, surprise enemies and hide unconscious foes in dark corners.

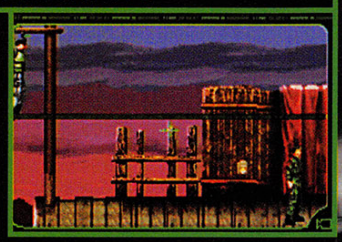


MAP KEY

- OBJECTIVE
- CAMERA
- SAFE (AMMO/KEYS)
- GUARD/ENEMY
- KEY CARD
- HEALTH

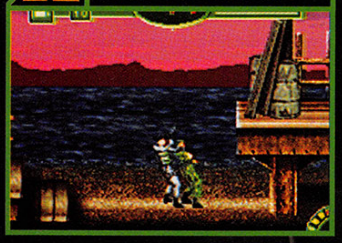
1 APPROACH THE EMBASSY





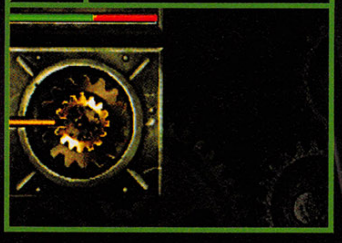
Your mission begins on a dock beyond the embassy grounds. Run before you leap over long gaps, and wall-sneak around large obstacles. While you're moving hand-over-hand along a horizontal pipe, use the L Button to switch to your sticky camera and spy the guard ahead.

2 GET GUARDS



The dock guards patrol in a simple back-and-forth pattern. If you approach a guard from the left while he's walking to the right, you'll be able to sneak up on him and neutralize him from behind. If the guard is facing you, you'll have to exchange punches.

3 SAFECRACKING



You'll find a safe in a small outdoor building. After you walk up to the strongbox, your view will switch to a cross section of three tumblers and a rod. Spin the safe mechanism so the notches in the tumblers line up with the rod. Inside the safe is a box of ammunition.

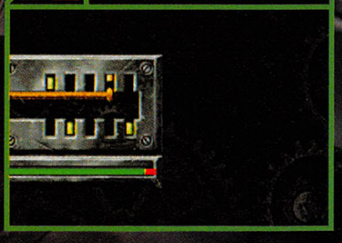
4 UNDETECTED

On your approach to the embassy entrance, move to a position between the wall and the tall shrubs. You should be able to sneak past three guards undetected. If the guards acknowledge you, emerge from the bushes and knock out your opponents before they trigger the alarm.

5 WATCH OUT

Once inside the embassy, you'll encounter guards and cameras. If a guard sees you, chase him and hit him before he can activate the alarm. As you approach a camera, press L to see its area of detection. You can knock out a camera with a silenced shot.

6 LOCKED DOOR

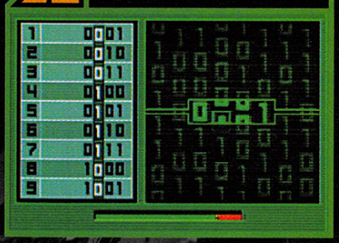


After you take an elevator up to a higher floor and work your way down a long hallway, you'll reach a locked door. In the cross-section view of the lock, manipulate the rod to make it hit the metal piece that is a different shade from the others.

7 SAVE SHETLAND

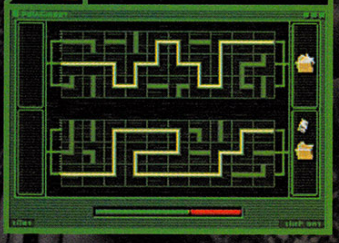
Shetland is behind a door that requires a key card for entry. Knock out a guard on the west end of the embassy to acquire the card, then advance to the east end and find Shetland. He'll give you a memory stick and a number that will help you access the embassy's computer system.

8 QUICK HACK



When you tap into the computer system, match the single digit that Shetland gave you with its corresponding series of 0s and 1s. Then stop the green numbers shown in the screenshot to match the series. Success will give you access to Shetland's palmtop.

9 DATA MAZE



As a timer ticks down, you must manipulate puzzle pieces on a computer to connect with a pair of data files. The completed paths are shown in the screenshot above.

10 LISTEN IN

You can contact Ingrid by way of Laser-Mic. Switch to night vision, search for Ingrid's silhouette in a window across the courtyard, then press B to hear her.

11 THE ESCAPE

When you reach the balcony, you'll find a small chimney to rappel from. As you approach the embassy's windows, keep an eye on the guards. As soon as one disappears from view, press Down on the Control Pad twice to slip past the window quickly and reach the courtyard.

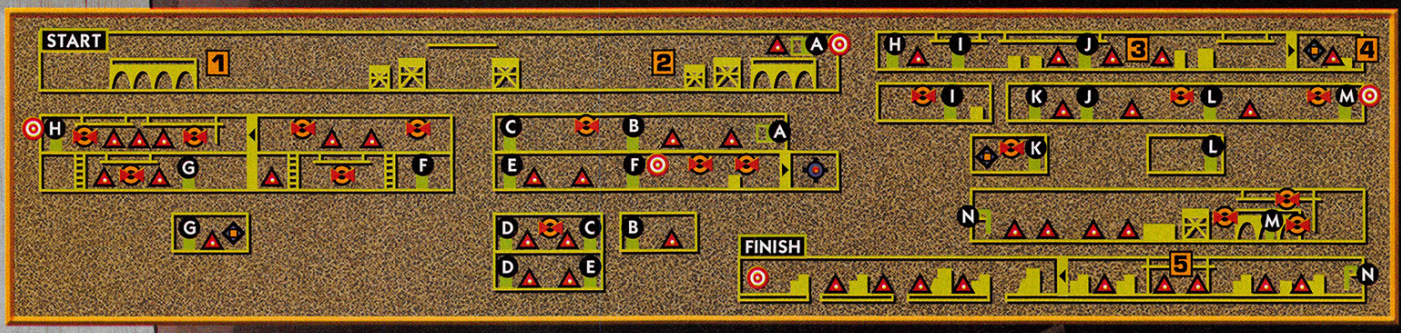
STRIVE FOR PERFECTION

At the end of each mission, you'll see a list of completion stats, including the number of bullets you used and the number of enemies you knocked out. By reducing those numbers in repeated mission runthroughs, you can earn item bonuses.

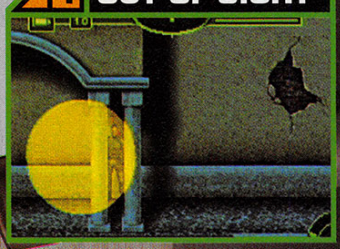
MISSION SELECT: EMBASSY 2

Your assault on the embassy continues. The memory stick that Shetland gave you contains an e-mail written in Timorise Mambre. You'll need Ingrid to translate.

- CROSS THE COURTYARD WITHOUT BEING DETECTED.
- GET THE KEY FOR INGRID'S CELL.
- CONTACT INGRID FOR E-MAIL TRANSLATION.
- LEAVE THE BUILDING.
- RENDEZVOUS WITH COEN AT THE DOCKS.



1 OUT OF SIGHT

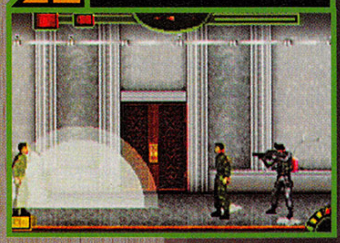


Spotlights move along the courtyard walls. If a light trains on you, it will follow you for a moment, then the alarm will sound. Hide behind columns and bushes while you wait for the spotlights to pass.

2 STAY OUT OF THE SPOTLIGHT

On your way to the embassy interior, through the courtyard, you'll climb scaffolding and balconies. Spotlights travel in patterns—sometimes along the ground, sometimes up the wall. Manipulate the camera with the L Button to watch them before you make your move.

3 BIG BANG

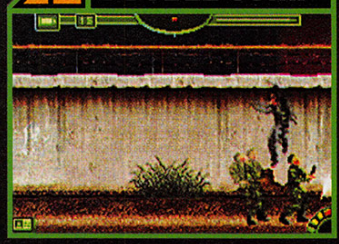


You'll encounter large groups of guards in the prison area. If you have Flash Bangs, use them to stun the enemies before they see you.

4 GET BITS

Sneak up on the prison's computer expert and learn the computer code. Use it to shut down the security system.

5 DOUBLE JUMP

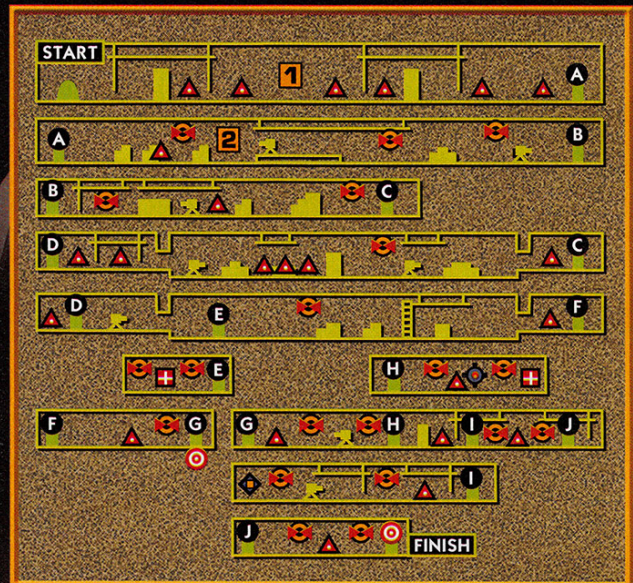


The guards outside the embassy gather in groups of two or three. Since the ban on lethal force has been lifted, you'll be able to plow through them quickly. When you reach the outskirts of the embassy, grab the pipe and shimmy along it, then drop on two guards at once.

MISSION SELECT: SUBWAY

Mercenaries who have the technology to spread biological terror have fled to a lab in Paris. The best route to the lab is through an abandoned subway tunnel. Be careful—the mercenaries have left traps and guards to keep them from being followed.

- CROSS SUBWAY TUNNELS TO REACH THE STATION.
- INFILTRATE SAULNIER CRYOGENICS.



1 ALARMING

Move cautiously through the subway with your weapon drawn, and fire on enemies as soon as you see them. If you let a baddie get away, he'll trip the alarm and a pair of heavily armored guards will attack. Find a hiding place before the guards arrive and wait for the alarm to time out.

2 SHOOT OUT THE LIGHTS

Automatic machine gun turrets patrol the subway, and mines litter the floors and walls. Use thermal vision to detect the mines, and shoot out the lights to avoid detection. Approach the turrets from behind and shut off their power by cutting the wires that are not highlighted.

VISION CORRECTION

Your goggles have both night vision and thermal vision settings. Thermal vision allows you to detect hidden items and mines, but it doesn't enable you see surveillance camera beams.

MISSION SELECT: SAULNIER CRYOGENIC

Terrorists have taken over the cyrogenics lab. Your mission is to reveal the identity of the mercenary group's leader and discover what he has removed from the lab.

- ACCESS THE LIMITED STORAGE FACILITY.
- FIND A WAY TO THE BODY PROCESSING ROOM.
- FIND FRANCIS COLDEBOEUF AND TAKE THE CELL PHONE.
- GET OUT OF SAULNIER CRYOGENICS.

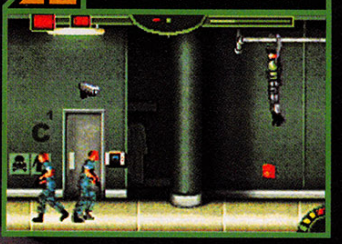
1 RED CARD

Before you venture deep into the laboratory, make your way to the west side. Grab the guard who has the red security card and pull him out of the surveillance camera's view before you knock him out.

2 BUTTON DROP

Controller commands pass through small windows on the security system's computer. Press the corresponding buttons before they disappear from the windows. Three mistakes will reset the puzzle.

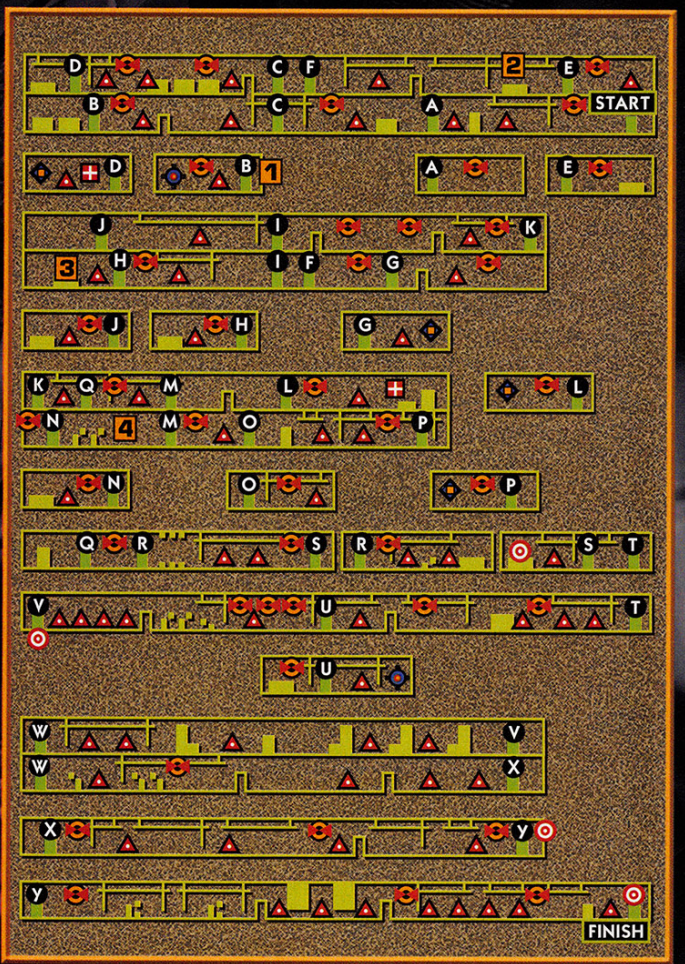
3 TOUGH CROWD

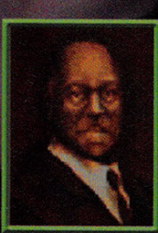


The deeper you go into the lab, the heavier the concentrations of guards, alarms and cameras. Overlapping dangers make for very tricky situations. Try to defeat the guards while they are separated, then take on the cameras when the rooms are empty.

4 SEE HEAT

When you see the laser-alarm apparatus, switch to thermal vision to uncover the alarm-tripping beams. Duck or jump to keep from crossing them.





OUT OF THE LAB AND ONTO THE WORLD STAGE

The mercenaries have escaped with a crucial piece of the puzzle, putting the public in danger of exposure to biological agents. You must stop the terrorists before they can carry out their plans. You've gone a long way, but there are five more missions ahead of you —vist nintendo.com to view a video of Mission 5: Jerusalem. Move cautiously, use all available tools and knock out the terrorists before they see you.

EPIC CENTER

The Sega Genesis classic Shining Force is coming to the GBA in June. We'll spare you the tale of how the Epic Center editors nearly flunked out of high school while playing too much of the game, and just launch into the preview—including an interview with the producer!

EPIC PREVIEW

Atlus and Sega have been champions when it comes to releasing fun role-playing games for Nintendo systems, and the trend shows no sign of slowing. Shining Force: Resurrection of the Dark Dragon (developed by Sega and published by Atlus) is the newest offering. Take a look!

SHINING FORCE™
Resurrection of the Dark Dragon

The Remake of a Lifetime

The original Shining Force was called Shining Force: The Legacy of Great Intention, and was codeveloped by Sonic Co. and Climax, who took the Shining series in a whole new direction. (Sonic Co. was a small operation featuring the Takahashi brothers, who went on to form Camelot—the company that created the Golden Sun series.) Whereas the first game in the series—Shining in the Darkness—was a first-person dungeon crawler, The Legacy of Great Intention was a strategy-RPG. It was unique for the time, and its addictive gameplay and ground-breaking concepts set the stage for dozens of strategy-RPGs that followed. Some argue that Shining Force actually spawned the strategy-RPG genre.

The Narrative Force

The new game's story is a familiar one, although there are enough twists to keep things interesting. You are a young warrior named Max who has washed up on the shore of a land called Guardiana. With no memory and no clue as to his history, Max is taken under the tutelage of the king and trained to be a warrior. Although Guardiana has known only peace for 1,000 years, a terrible conflict is about to begin. The king of neighboring Runefaust has fallen under the thrall of his top advisor, a mysterious creature named Darksol. The evil Darksol convinces the king that Guardiana is a threat, and war breaks out. (Naturally, Darksol has other, more sinister intentions involving something called the Legacy of the Gods and an ancient creature known only as the Dark Dragon.) As Max, you must recruit an army of the greatest fighters in the land, protect the land of Guardiana and put Darksol and all of his nefarious minions in the ground once and for all.

So What's It Like?

How does the game play? Very well, thank you. It's divided into a series of turn-based skirmishes in which you bring your army onto a battlefield and engage the enemy. When it's a character's turn, you must determine where he or she will move. After moving, you can attack an enemy, cast a spell or use an item. When you attack a foe, you will see the strike carried out in a detailed battle screen. Damage will then be calculated and the turn will end. Think of it as a more-forgiving Fire Emblem. You move characters around an arena and attack just like in Fire Emblem, but unlike in that game, your characters aren't lost forever if they fall in battle. If one character does run out of HP, the surviving members can revive him or her at any church (after shelling out a few gold pieces, of course). Between battles, you will go to towns, talk to people, buy new items and weapons and delve into the story.

You can take as many as 12 characters into battle with you, but you'll begin the game with only six. Recruitment is a long process. Some people will need multiple invitations, but others will simply force themselves onto your team.

A Fighting Chance

Every character can use certain kinds of weapons. A strong Fighter might be best with axes and swords, while a swift Centaur is more comfortable with spears and lances. As you progress, you'll find new and better weapons to add to your arsenal. Some weapons have a specialty, such as hurting undead foes or felling flying enemies. If you have such a weapon, you can switch to it during battle and strike a critical blow. As your characters fight, they will gain experience. Once they earn enough, they will gain a level. Characters are ranked in six categories—Hit Points, Magic Points, Magic Resistance, Attack, Defend and Agility—and they gain points at different rates. A magic user, for example, might earn lots of Magic Points and few Attack points each time he or she levels up, whereas a burly dwarf could gain points in the exact opposite manner.

After you reach level 10, you can change your character's class. Max, for example, can become a Hero.

The character who strikes the finishing blow will earn the lion's share of EP, but any successful action will give you at least a few points.

Building Character

Fans of the Sega Genesis Shining Force will be happy to see how many gameplay elements have been improved. While the basic storyline remains the same, you can recruit three new characters into your party. (And no, we won't reveal them right now . . . it's a secret!) Additionally, your party members will tell you about their life history if you speak to them while inside your headquarters. They parcel out info only a bit at a time, however, so you'll need to talk to them often to hear the entire story. There's a lot of new, humorous moments in the game as well, including some tales that just go on and on, and one guy who does nothing but talk about how hungry he is.

The terrifying creature turns out to be his wife—old jokes are still the best.

One stunning plot twist has you being transformed into a chicken . . . try not to panic.

The Small Stuff

Amendments to the battle system are well-implemented. Each battle now has a special side-objective, which usually revolves around completing the mission within a set number of turns. If you fulfill the objective, your party will receive a reward in the form of new weapons or a big sack of gold. The game also allows you to check an enemy's movement range or examine a turn list that shows when each character will move. Subtler changes include the ability to hold four items at a time and to wear two accessories at once. Shopping is also a little easier than before: you can purchase multiple versions of an item at once. One completely new feature is the addition of cards. Each of your party members has a card, as do many of the monsters that you'll encounter. Collecting all of them is a challenging side quest on its own, but the cards have another purpose as well. More on that in the months to come.

Some cards are simply handed to you by grateful team members; others are much harder to track down.

Each card tells you a bit about a monster or character and has some other, mysterious effects.

The Producer Speaks

When we got the chance to arrange an e-mail interview with Yoichi Shimosato, we were thrilled. He is a producer of Shining Force: Resurrection of the Dark Dragon and has worked in the game industry for a number of years. (He also contributed to Shining Force III for the Sega Saturn, which was a work of sheer genius.) Below you can find his answers to our questions, plus a sketch of one of his favorite Shining Force characters, Yogurt.

NP: Tell us a little bit about yourself.

YS: I started to work in game development. Then I spent a while in a marketing-related group, but I came back to game development. I have worked on the Shining Force series and also a game called Nettou Golf (a golf game for the Dreamcast that was released only in Japan).

NP: How did you break into the game industry?

YS: When I was [in] junior high, I played the Dragon Quest [Dragon Warrior in North America] games. I had a lot of fun playing them and was very impressed. That experience motivated me to work in the game industry.

NP: What makes a video game fun?

YS: Because video games are a combination of a wide variety of elements, it's not easy to say in one word. In an RPG, however, I think it's important that the game makes players feels an emotional attachment to the world and the characters.

NP: What are your favorite games that you didn't work on?

YS: The Dragon Quest series, Saka-Tuku [a series of soccer games from Sega that focuses heavily on player and team customization] and the Nobunaga's Ambition series.

NP: What games have influenced the way you design?

YS: This isn't a game, but I learned many things from the movies produced by Studio Ghibli [the film studio that produced *Spirited Away*].

NP: What is your job as a producer?

YS: For this title, I've done many jobs: I set the direction of development at the beginning of the project, I managed the budget, I kept it on schedule and oversaw quality management, I coordinated with the outside development team and I dealt with a number of internal PR activities.

NP: Did you add any new monsters or enemies?

YS: Some enemies from Shining Soul II will appear in this game.

NP: What was the most difficult aspect of developing the game?

YS: Enhancing the quality without losing the taste of the original game.

NP: Graphics and sound aside, what are the biggest changes from the Sega Genesis version?

YS: There is a lot more text between the characters. We've also added to the depth of story by creating a lot of side quests and new scenarios.

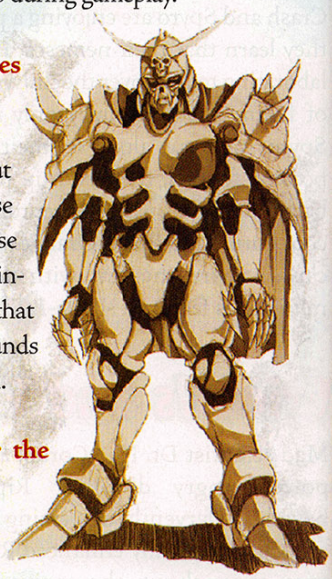
NP: What are your favorite parts of the game?

YS: I like that players can customize all 33 unique characters. There is also a chesslike strategic battle system that is quite fun.

NP: Talk a bit about the battle system.

YS: I didn't make any major changes to the battle system from the Sega Genesis version. We did, however, implement several subtle improvements such as shortening the enemy's thinking time, having the cursor automatically move to the most-injured character when using healing magic, and so on. I concentrated on coming up with ideas that will lessen a player's stress during gameplay.

NP: Any big secrets or surprises that we should know about?



YS: This isn't much of a secret, but the strength of monsters will increase each time you beat the game. Please try to see how many times you can finish—99 rounds is the maximum that the programming allows, but six rounds is the record in our developing team.

NP: Thank you very much for the interview!

YS: You're welcome.

Shine On, You Crazy Gamer

We could make all kinds of force-related puns, but Shining Force deserves better than that. The news that an enhanced version of such a classic is coming to the GBA has made us as giddy as wee schoolchildren. We'll have in-depth strategy next month in anticipation of the game's early June release. Get ready to shine on! (Sorry . . . we couldn't resist.)

Universal Interactive brings Crash and Spyro together for the first time to tackle their greatest challenge ever—an adventure so big, they couldn't fit it on one GBA Game Pak!

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When Worlds Collide

Crash and Spyro are enjoying a peaceful time in their homes, when they learn that their nemeses, Dr. Neo Cortex and Ripto, are collaborating to take over the universe. The heroes will stand a chance of foiling the conspiracy only if they work together. Crash and Spyro start out alone in their respective worlds, meet up and become friends, then end up in each other's worlds. Experience both sides of the wacky adventure by playing through Crash Bandicoot Purple and Spyro Orange and collecting the 200-plus trading cards. Share the fun with your friends, too—many of the minigames feature a single-Pak link option.

Crash is right at home in the action-platformer worlds of Crash Bandicoot Purple and Spyro Orange. His signature spins and jumps enable him to reach high areas and take enemies by surprise. Crash's screenshots will sport a purple border.

Spyro returns to the GBA—this time in a side-scrolling platformer. Fans of the plucky purple dragon won't be disappointed, though; he can still glide and spit fire. Spyro's screenshots will appear in an orange border.

Friends and Foes

Mad scientist Dr. Neo Cortex and power-hungry dinosaur Ripto have been fervently dispersing an army of genetically enhanced Riptocs throughout the universe. Crash and Spyro are no strangers to the trickery their archenemies can cook up, but together the two villains pose a new challenge. Along the way, the heroes' friends will also aid them with clues.

Play Your Way to Victory

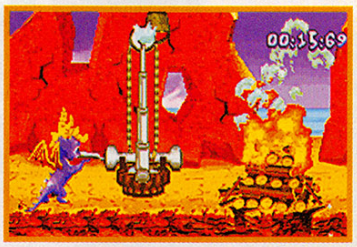
Each Story-mode area contains five zany minigames that range from side-scrolling obstacle courses to button-mashing fire-fighting—you must complete all five to activate the World Warp to the next area. The individual challenges vary slightly between Crash's and Spyro's adventures, but the game mechanics are similar. You will earn valuable gems, trading cards and other collectible bonuses as a reward for finishing the minigames. Check out a few of the minigame types below.

BALLISTIX BASH

You'll need catlike reflexes to master the fast-paced Ballistix minigames. Similar to the classic game Pong, you move a hover ship back and forth on one edge of the screen to deflect balls at your foes. Spyro's Castle Chaos and Crash's Blizzard Ball are just two of the Ballistix minigames you'll find.

SIDE-SCROLLING SCRAMBLE

The side-scrolling minigame set is one of the most diverse. Some games have time limits; others do not. Spyro and Crash will travel on foot, atop animals, and in powerful vehicles. Hop into challenges such as Crash's Polar Express and Spyro's Portal Rush, and try to reach the goal.



BUTTON-MASHING FRENZY

The button-mashing activities test your speed. Tap A rapidly to help Crash or Spyro complete frenzied challenges within the time limit. Lift weights in Crash's Crunch Time, put out a blazing fire in Spyro's Wall of Fire, and more!

TOP-DOWN ACTION

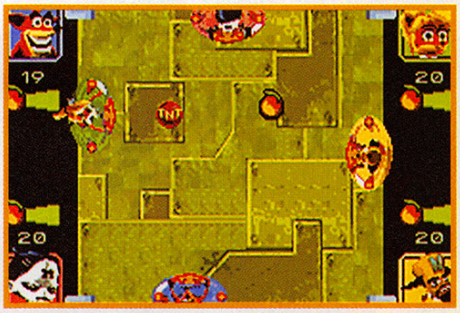
The top-down festivities are a fun mix of obstacle course and shooting range. Crash uses a tank or inner tube in his challenges, such as Tanks for the Memories. Spyro takes to the air and blasts foes with his breath, or rides a tank on the ground in minigames such as Gem Chaser.

Trading Cards

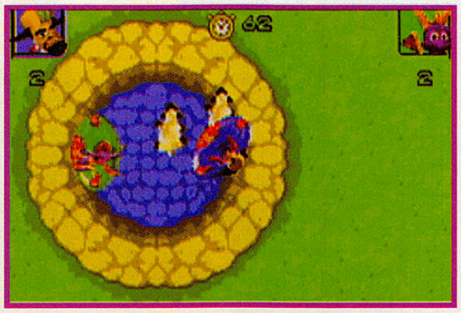
Each game contains over 100 trading cards, some of which are unique to the title. Complete minigames and achieve goals to earn the cards, or use gems to purchase them in shops. Some trading cards will grant you fun abilities, reveal cheats and secrets and unlock special characters in multiplayer games. Trade the cards with other players, or wager them in friendly competitions.

Mountains of Multiplayer Minigames

Take the excitement up a notch with three types of multiplayer fun: Ballistix, Bridge Fight and Ship Shuffle. When you win certain trading cards, you'll unlock characters from both the Crash and Spyro series in Story mode and be able to use them in the Ship Shuffle and Ballistix minigames. Multiplayer mode lets you set the minigames in various game worlds, such as Wumpa Jungle and Dragon Castles. You'll even score a special trading card when you link both games.



The Ballistix minigames support two to four players with a single- or multi-Pak link. Each player must protect his or her goal and try to score points by knocking balls into opponents' goals.



The Ship Shuffle minigames are also for two to four players, and will work with a single Game Pak or multiple ones. The Ship Shuffle category is like hover-ship bumper cars: ram your opponents to tag them. Each multiplayer category contains a variety of minigames. For instance, Sheep Shuffle (above-left) and King of the Ring (above-right) are both Ship Shuffle multiplayer games, but they have separate rules and arenas.

Double the Heroes, Double the Fun!

The variety of minigames, lively multiplayer fun and two exciting parallel stories in Crash Purple and Spyro Orange make for hours of amusement. Crash and Spyro form an unstoppable team—look for your favorite dragon and bandicoot to join forces this spring!

2003 NINTENDO POWER AWARDS

YOU VOTED ONLINE, YOU VOTED OFFLINE, YOU EVEN TRIED TO SNEAK INTO OUR OFFICE AND RIG THE ELECTION—AND NOW WE'VE GOT THE FINAL TALLY! WHILE OUR CRACK SECURITY FORCES DEAL WITH THE TROUBLEMAKERS, KICK BACK IN YOUR EASY CHAIR AND CHECK OUT THE RESULTS OF THE 2003 NINTENDO POWER AWARDS.

BEST OVERALL GAME OF 2003

THE LEGEND OF ZELDA: THE WIND WAKER

Runners-up: 1. Mario Kart: Double Dash!! 2. Soul Calibur II

We thought that The Legend of Zelda: The Wind Waker was the favorite to win it all, but we didn't think it would be such a blowout. The Wind Waker garnered 4,000 votes more than the closest runner-up, making it one of the biggest runaway hits the awards have ever seen. Other strong games were Fire Emblem, Final Fantasy Tactics Advance, Mario & Luigi: Superstar Saga, The Legend of Zelda: Collector's Edition and Pokémon Ruby and Pokémon Sapphire.

GAME OF THE YEAR — NINTENDO GAMECUBE

THE LEGEND OF ZELDA: THE WIND WAKER

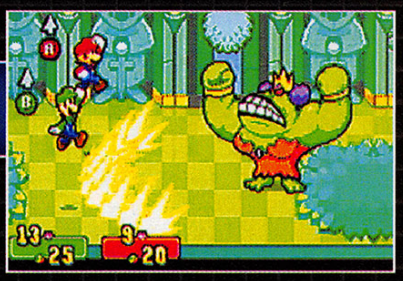
Runners-up: 1. Mario Kart: Double Dash!! 2. Soul Calibur II

Get ready to read the following phrase a lot: The winner is The Legend of Zelda: The Wind Waker! (Cue cheering and wild applause.) This vote was closer than the Best Overall Game, but The Wind Waker still won by a handy margin.

GAME OF THE YEAR — GAME BOY ADVANCE

MARIO & LUIGI: SUPERSTAR SAGA

Runners-up: 1. Pokémon Ruby and Sapphire 2. Final Fantasy Tactics Advance

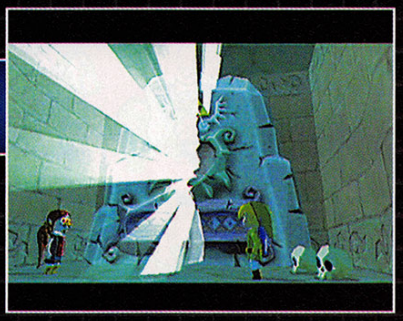


It was a race to the finish, but when the dust settled, Mario & Luigi: Superstar Saga won the GBA Game of the Year category by less than 100 votes. Give a shout-out to everyone's favorite plumbing duo and let the hilarity ensue.

BEST GRAPHICS — GCN

THE LEGEND OF ZELDA: THE WIND WAKER

Runners-up: 1. Soul Calibur II 2. The Lord of the Rings: The Return of the King



We have one thing to say to all those people who complained about "Cel-Da" for so very, very long... HA! HA HA HA HA HAAAAAA! It won! See! It won! Now stop writing letters to Player's Pulse in which you misspell words like "the" and "suck."

BEST GRAPHICS — GBA

GOLDEN SUN: THE LOST AGE

Runners-up: 1. Mario & Luigi: Superstar Saga 2. Final Fantasy Tactics Advance

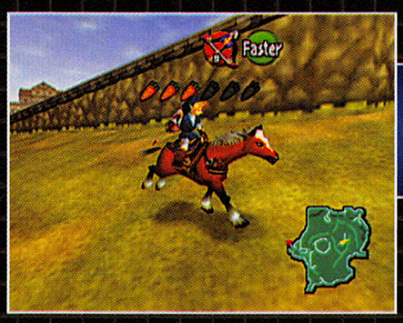
Golden Sun: The Lost Age follows in the footsteps of the first game in the series by taking the Best GBA Graphics crown from a talented field of challengers. It seems you just can't get enough of summoning gigantic creatures.

THE "LIVIN' IN THE '80S" AWARD (ONLINE)

THE LEGEND OF ZELDA: COLLECTOR'S EDITION

Runners-up: 1. The *Star Wars* arcade game in *Star Wars* Rogue Squadron III: Rebel Strike 2. Captain Falcon's outfit in F-Zero GX

The first of the online categories is a blast from the past—and you can't beat four awesome games on one disc. Grab some pegged acid-wash jeans, put a can of hairspray in your locks and get ready to rock the night away, Zelda-style!



BEST USE OF A HORSE (ONLINE)

THE LEGEND OF ZELDA: OCARINA OF TIME MASTER QUEST

Runners-up: 1. Fire Emblem 2. Harvest Moon: A Wonderful Life

Good old Epona. Whether you need to jump a canyon, shoot arrows at targets or just gallop around an open field, she's always there for you. Our other equine contestants didn't even get out of the starting gate.

BEST SOUND — GCN

THE LORD OF THE RINGS: THE RETURN OF THE KING

Runners-up: 1. *Star Wars* Rogue Squadron III: Rebel Strike 2. Viewtiful Joe

Q: What did Gandalf say to the other games in this category? A: You shall not pass! (Ahem.) Geek humor aside, The Lord of the Rings: The Return of the King did a fantastic job of bringing the noises of Middle-earth to life. Bravo!

BEST ORIGINAL MUSIC — GCN

THE LEGEND OF ZELDA: THE WIND WAKER

Runners-up: 1. Wario World 2. Skies of Arcadia Legends

It's another win for the Linkster, and one that can't be refuted. Longtime Nintendo composer Koji Kondo has created another masterpiece, evoking the mystery of sailing uncharted waters with a few simple notes.

BEST MUSIC/SOUND — GBA

MARIO & LUIGI: SUPERSTAR SAGA

Runners-up: 1. Golden Sun: The Lost Age 2. Fire Emblem

We're convinced that the sound of Mario and Luigi talking to each other single-handedly propelled the title to victory in this category. If you haven't heard the Italian mutterings yet, you have no idea what you're missing.

BEST RPG/STRATEGY GAME — GCN

SKIES OF ARCADIA LEGENDS

Runners-up: 1. The Sims: Bustin' Out 2. Yu-Gi-Oh!: The Falsebound Kingdom

One of the best games released for the now-defunct Sega Dreamcast got a GCN makeover and the director's cut treatment, allowing the Blue Rogues to sail to victory over some stiff competition. Vyse, Aika and the gang send their eternal thanks for the award.

WORST FASHION SENSE (ONLINE)

EVERYONE (BIG MUTHA TRUCKERS)

Runners-up: 1. The platform shoes (Bratz: Formal Funk) 2. Bilbo's rural attire (The Hobbit)

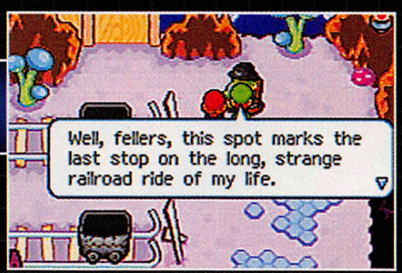
Hey now, what's wrong with wearing a red plaid hunting vest, a dirty pair of jeans and a mesh-back cap? That's what we wear to the office every day. In fact, the screenshot to the right is actually a picture of our senior designer, Tim Garret.

BEST WRITING/STORY (ONLINE)

MARIO & LUIGI: SUPERSTAR SAGA

Runners-up: 1. Golden Sun: The Lost Age 2. Fire Emblem

This award was neck and neck until the bitter end, with Golden Sun and Superstar Saga trading first and second places right up until the day we closed the voting booth. In the end, Mario and Luigi's zany sense of humor took first place by less than 200 votes.



BEST RPG/STRATEGY GAME — GBA

FINAL FANTASY TACTICS ADVANCE

Runners-up: 1. Fire Emblem 2. Pokémon Ruby and Sapphire

The RPG fans have spoken—you want extremely long games with hundreds of missions and so many weapons that your head spins. With less than 100 votes separating the top three finishers, it was the closest vote of the year.

BEST CONNECTIVITY

THE LEGEND OF ZELDA: THE WIND WAKER

Runners-up: 1. Pac-Man Vs. 2. Tom Clancy's Splinter Cell

Dropping bombs on 'em! The Tingle Tuner allowed you to fire bombs at enemies, find special maps and generally be a big help to Link. It's a GBA-to-GCN bolt of lightning, and there's nothing like it in all the world.

BEST ADVENTURE/PLATFORMER

THE LEGEND OF ZELDA: THE WIND WAKER

Runners-up: 1. Super Mario Advance 4: Super Mario Bros. 3 2. Prince of Persia: The Sands of Time

Link's sweeping quest blew through the competition like wind through a cornfield, leaving naught but crumbs for them to feast on. Bitter dregs indeed for the losers, but another sweet victory for the waker of the winds.

BEST ACTION GAME/SHOOTER

THE LORD OF THE RINGS: THE RETURN OF THE KING

Runners-up: 1. Viewtiful Joe 2. True Crime: Streets of L.A.

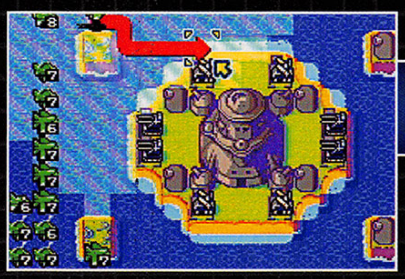
This is starting to look like the Academy Awards, with the same titles winning over and over again. Too bad, Joe. Dry your tears on that awesome HMD shirt.

BEST LICENSED MUSIC (ONLINE)

TONY HAWK'S UNDERGROUND

Runners-up: 1. 1080°: Avalanche 2. SSX 3

Grab your favorite board and kick out the jams with Tony Hawk's Underground. Your jukebox of choice featured 75 songs from such classic bands as Guttermouth and Pennywise.



BEST PART OF A TITLE THAT COMES AFTER A COLON (ONLINE)

BLACK HOLE RISING

Runners-up: 1. Battle for Bikini Bottom 2. Stairway to the Destined Duel

It's weird and funny, and that's what makes it a classic. In case you missed one of the best strategy games of the year, the first part of the title is Advance Wars 2.

BEST FIGHTER/BEAT-'EM-UP

SOUL CALIBUR II

Runners-up: 1. Dragon Ball Z: Budokai 2. Teenage Mutant Ninja Turtles (GCN)

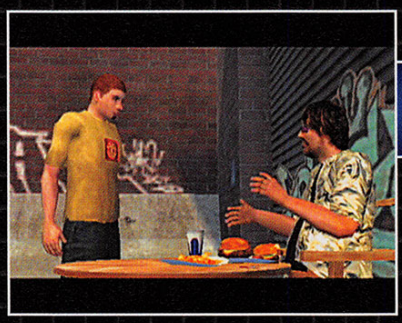
The soul still burns! Weapon-based combat, an incredibly well-balanced game and some of the most beautiful graphics ever seen made Soul Calibur II the clear winner in this category. But really—was it ever in doubt?

BEST RACING GAME

MARIO KART: DOUBLE DASH!!

Runners-up: 1. F-Zero GX 2. Need for Speed: Underground

The Mario Kart series shows no signs of slowing down, as proven by its strong showing in multiple categories and its very impressive sales numbers. Grab a Red Shell and a friend and make those blue sparks fly!



BEST SPORTS GAME

TONY HAWK'S UNDERGROUND

Runners-up: 1. Mario Golf: Toadstool Tour 2. Madden NFL 2004

We should just name this The Tony Hawk Award, as the skater wins it year after year without fail. It's one of the longest streaks in NP Awards history, although Mario gave Hawk a run for his money this time.

BEST MULTIPLAYER

MARIO PARTY 5

Runners-up: 1. Soul Calibur II 2. *Star Wars* Rogue Squadron III: Rebel Strike

This was a shocker! We were sure that Pac-Man Vs., Soul Calibur II or Mario Kart would take the day, but the little party game that could just keeps chugging along.

CHEESIEST QUOTE OR TAG LINE ON A BOX (ONLINE)

"PREPARE FOR NINJA KICK-BUTT FIGHTING!"

Runners-up: 1. "Dag done it! Truck jackers!" 2. "Our frothing demand for this game increases."

The winner of this coveted award is from the GCN version of Teenage Mutant Ninja Turtles. Take a bow, boys. The second-place finisher is courtesy of Big Mutha Truckers, and the third is a now-infamous quote from the front of the Ikaruga package.

MOST INNOVATIVE GAME DESIGN (ONLINE)

VIEWTIFUL JOE

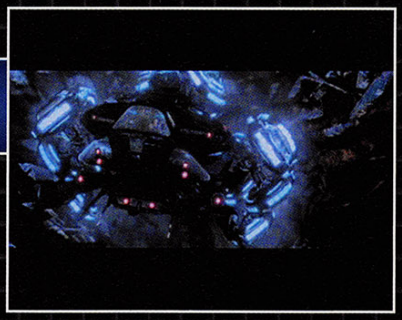
Runners-up: 1. WarioWare, Inc.: Mega Microgame$ 2. Pokémon Channel

We were starting to worry that Viewtiful Joe wouldn't win a single award, but in the end it walked off with the well-deserved Innovative Game Design trophy. Whew! Tragedy averted.

BEST CUT SCENES

ENTER THE MATRIX

Runners-up: 1. F-Zero GX 2. Viewtiful Joe



The game may be buggy, the story might be incomprehensible, but wow those cut scenes look great! Atari, Shiny and the Wachowski brothers deserve points for daring to blend video games and cinema in such a fundamental and unique way.

BEST INTRO

SOUL CALIBUR II

Runners-up: 1. Mario & Luigi: Superstar Saga 2. Mario Golf: Toadstool Tour

If you haven't seen the Soul Calibur II intro, pop the game into your GCN and refrain from touching the Controller. You'll be treated to a sweeping cinema scene that rivals anything ever burnt to a disc. What a way to get your backstory.

MOST PLEASANT SURPRISE

THE SIMPSONS: HIT & RUN

Runners-up: 1. Medal of Honor: Infiltrator 2. Teenage Mutant Ninja Turtles (GBA)

Let's be honest: a lot of Simpsons games have been less than stellar. The Simpsons: Hit & Run, however, was a home run smash that left the park and still hasn't landed. It's the perfect blend of fun gameplay and classic Simpsons humor.

MOST OVERLOOKED

BILLY HATCHER AND THE GIANT EGG

Runners-up: 1. Beyond Good & Evil 2. Ikaruga

Let's hear it for The Hatch! Yuji Naka's newest bizarre brainchild was largely ignored by the press and the public, but its fantastic control and wacky world deserve a look. If you missed it, too, it's time to see what all the egg-cracking fuss is about.

BEST VOICE ACTING (ONLINE)

THE LORD OF THE RINGS: THE RETURN OF THE KING

Runners-up: 1. The Simpsons: Hit & Run 2. Prince of Persia: The Sands of Time

How do you stand against a guy who's been knighted? You can't. Just get out of the way and let Sir Ian McKellen and the rest of the LOTR cast do their thing.

BEST BAD DANCING (ONLINE)

THE DANCE FLOOR (THE SIMS: BUSTIN' OUT)

Runners-up: 1. The disco intro (*Star Wars* Rogue Squadron III: Rebel Strike) 2. Jimmy (WarioWare Inc.: Mega Microgame$)

Get your Sims on the floor and watch them groove to the rhythm! Oh man, that's embarrassing. Better send them home to clean the toilet.

THE GUILTY PLEASURE

TOSSING PIGS INTO THE WATER (THE LEGEND OF ZELDA: THE WIND WAKER)

Runners-up: 1. Tormenting your Sims (The Sims: Bustin' Out) 2. Driving very, very badly (True Crime: Streets of L.A.)

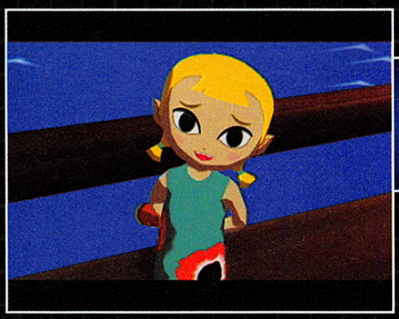
The pigs are so cute, and then you have to go and throw them into the ocean. If there were any justice in the world, a flock of Cuccos would come along and chase you down the beach.

BEST MULLETS

AQUAMAN: BATTLE FOR ATLANTIS

Runners-up: 1. Dragon Ball Z: Budokai 2. Big Mutha Truckers

The legend of Aquaman's fantastic mullet will live forever in the annals of the NP Awards. The coiffed hero would thank you himself, but he's out buying a larger hairbrush and a new cape. All hail Aquaman!



BEST NEW CHARACTER

ARYLL (THE LEGEND OF ZELDA: THE WIND WAKER)

Runners-up: 1. Joe (Viewtiful Joe) 2. Hector (Fire Emblem)

Link's little sister won your hearts with her big eyes and unending adoration. Of course, giving you an awesome telescope probably didn't hurt, either.

BEST VILLAIN

GANONDORF (THE LEGEND OF ZELDA: THE WIND WAKER)

Runners-up: 1. Alex (Golden Sun: The Lost Age) 2. Fawful (Mario & Luigi: Superstar Saga)

The big man has weaseled his way into the top spot yet again. In retaliation, the rest of the villains are planning a little "going-away" party involving a cement block and a deep lake.

ARE YOU HOT OR NOT? (ONLINE)

HOT — VANESSA (P.N. 03)

Runners-up: 1. Lyn (Fire Emblem) 2. Jade (Beyond Good & Evil)

P.N. 03 had its share of detractors, but one thing everyone agrees on is the stylish good looks of its protagonist, Vanessa. From the slinky suits to the deadly dance moves, she's got it all.

ARE YOU HOT OR NOT? (ONLINE)

NOT — NERGAL (FIRE EMBLEM)

Runners-up: 1. Eliwood (Fire Emblem) 2. Wario (Wario World)

Yes, yes, Nergal is quite ugly, but think about this for a second—you folks said that Eliwood was less attractive than Nemesis. NEMESIS? The hideous, giant mutant thing from Resident Evil: Nemesis? Poor Eliwood is home crying his eyes out as we speak.

THE GREATEST CHALLENGE

CLEARING THE 100-LEVEL DUNGEON (THE LEGEND OF ZELDA: THE WIND WAKER)

Runners-up: 1. Beating Fire Emblem without losing a character 2. Beating Story Mode (F-Zero GX)

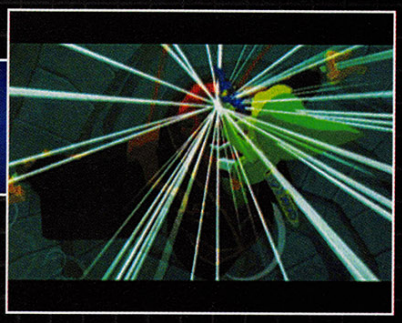
The dungeon probably won based just on how tired your thumb gets by the end of it . . . although the Fire Emblem challenge really seems harder to us. Not to gripe or anything.

MOST MEMORABLE MOMENT

STRIKING THE FINAL BLOW AGAINST GANONDORF (THE LEGEND OF ZELDA: THE WIND WAKER)

Runners-up: 1. Discovering the fate of Ninian (Fire Emblem) 2. Making the dog cry (WarioWare, Inc.)

The Legend of Zelda: The Wind Waker wins again, with an ending scene that ranks among the best of all time. It almost makes you feel bad for Ganondorf. Almost.

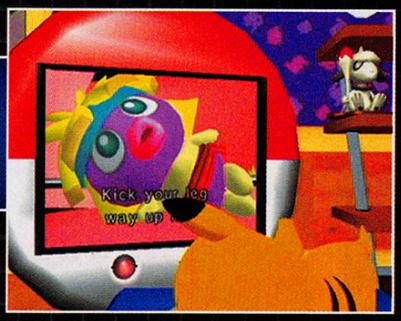


STRANGEST CONCEPT

TEACHING PIKACHU TO WATCH TV (POKÉMON CHANNEL)

Runners-up: 1. Wearing a chicken suit and using eggs to save the world (Billy Hatcher and the Giant Egg) 2. Learning to speak Hamster (Hamtaro: Ham-Ham Heartbreak)

Pokémon Channel was the clear winner in this category. Soon Pikachu will go from using Thunder to sitting on the couch and eating snack cakes all day long.



ODDEST CHARACTER NAME (ONLINE)

DORCAS (FIRE EMBLEM)

Runners-up: 1. Tetra (The Legend of Zelda: The Wind Waker) 2. Mewt (Final Fantasy Tactics Advance)

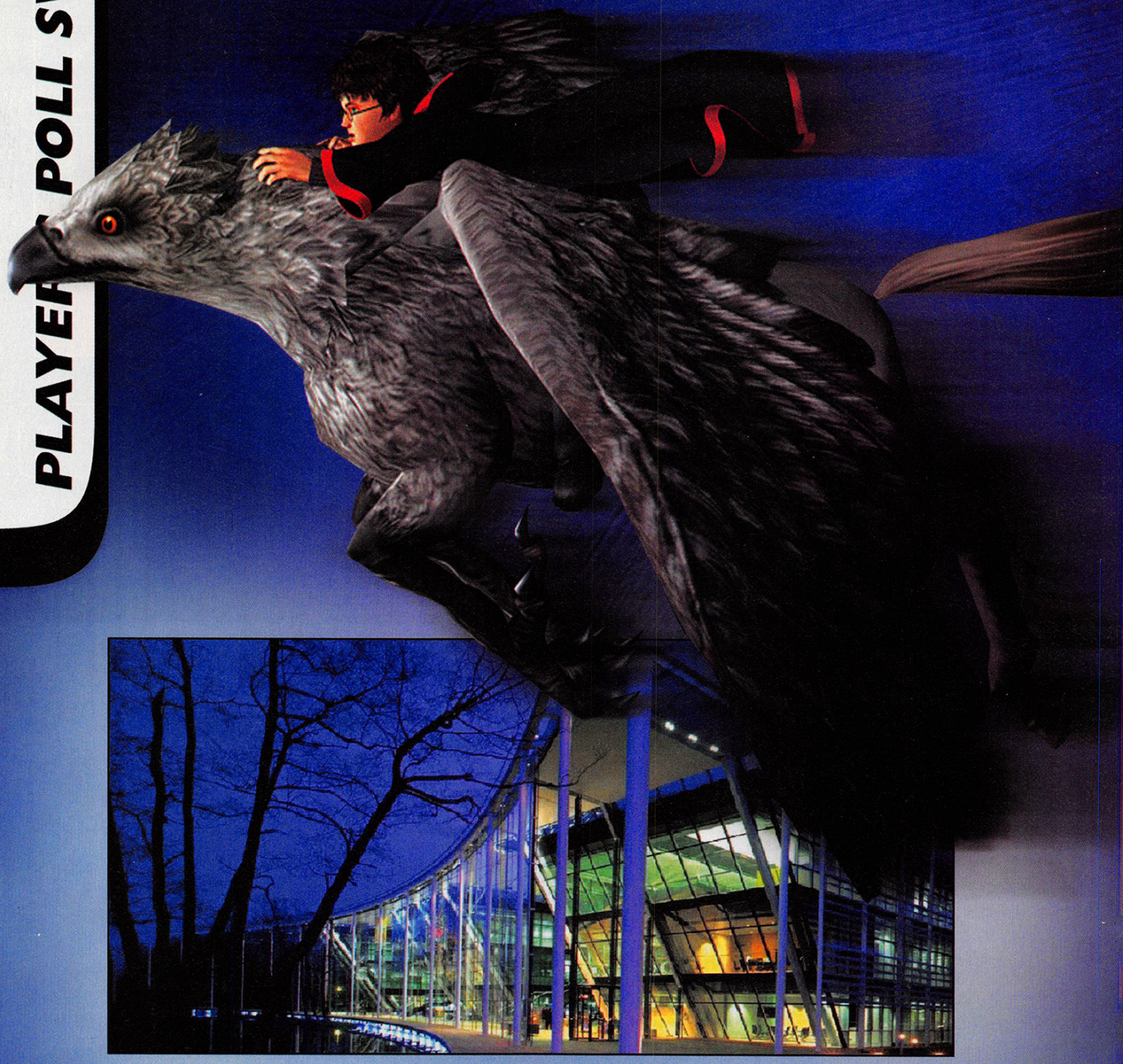
Dorcas is actually an ancient and honorable Greek name that means "gazelle." To which we can only say, "Dude. You're named *Dorcas*."

OUT WITH THE OLD, IN WITH THE NEW

The nice thing about being a gamer is that the new titles just keep coming. As we look back on 2003's awesome lineup, we're already starting to play possible 2004 winners like Metal Gear Solid: The Twin Snakes and Pokémon Colosseum. Thanks for all your votes, and be sure to check Power On to see how the NP Krew voted in many key categories.

MAKE HISTORY WITH POTTER!

Win an enlightened Muggle's treasure trove of Harry Potter and the Prisoner of Azkaban prizes, then fly to the Electronic Arts UK studio to be painted into Potter history!

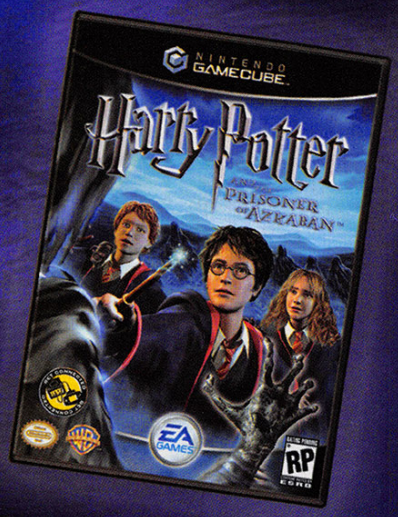


ENTER FOR A CHANCE TO WIN!

Grand Prize

1 Winner

You'll fly to England, where EA's wizards will turn your image into a portrait to be hung in a future Harry Potter video game! You'll also receive Harry Potter and the Prisoner of Azkaban for both the GCN and the GBA (plus a Nintendo GameCube Game Boy Advance cable), a limited-edition Nimbus 2000 and a movie photo of Harry—signed by actor Daniel Radcliffe!



Second Prize

25 Winners

Immerse yourself in Hogwarts action with the GCN and GBA versions of Harry Potter and the Prisoner of Azkaban—and a Nintendo GameCube Game Boy Advance cable to link them!

Third Prize

50 Winners

Your allegiance lies with Nintendo house. Show your devotion to NP with our official T-shirt!

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Official Sweepstakes Rules

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding New York, Florida, Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out and mail in the Player's Poll entry form or print your name, address, telephone number and the words "Harry Potter" on a postcard, and mail the entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 180
P.O. BOX 97062
REDMOND, WA 98073-9762

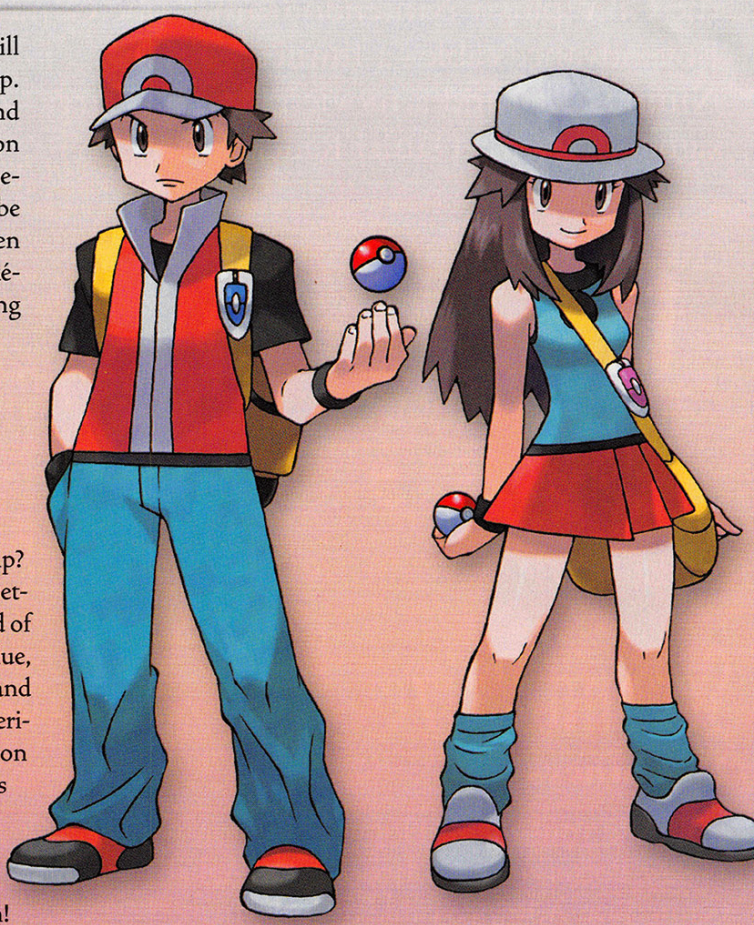
One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 6/1/04 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 6/15/04, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 7/15/04. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 76 will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 7/15/04) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One (1) Grand Prize winner will receive a trip for two (2) to London, England, to visit Electronic Arts and to be put into a portrait for the next Harry Potter game in development, a limited-edition Nimbus 2000 broom, an autographed photograph of Daniel Radcliffe, Emma Watson and Rupert Grint from the *Harry Potter and the Prisoner of Azkaban* movie, one copy of Harry Potter and the Prisoner of Azkaban for the Nintendo GameCube video game system, a copy of Harry Potter and the Prisoner of Azkaban for the Game Boy Advance video game system, and a Nintendo GameCube Game Boy Advance cable (coach airfare, hotel accommodations, trip transportation pertaining to scheduled events and meals while escorted by Sponsor are included. Approximate Retail Value (ARV) of Grand prize package is $4,615.00. Actual dates of trip to be determined by Sponsor, trip to be completed by November 1, 2004. If winner is under 18 years of age, winner must be accompanied by parent or guardian. Second Prizes: Twenty-five (25) winners will each receive a copy of Harry Potter and the Prisoner of Azkaban for the Nintendo GameCube, a copy of Harry Potter and the Prisoner of Azkaban for the Game Boy Advance, and a Nintendo GameCube Game Boy Advance cable ARV: $95.00 each. Third Prizes: Fifty (50) Third Prize winners will each receive a Nintendo Power T-shirt, ARV: $10.00 each. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 20 days after notice, will result in prize forfeiture. Airline and hotel accommodations will be selected by Sponsor at its sole discretion. Dates of travel are subject to availability. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2004 by Nintendo of America Inc.

Pokécenter

As Trainers from Orre and Hoenn clash in Pokémon Colosseum, a new breed of high-tech Trainers has been spotted on the horizon—along with their famous Pokémon.

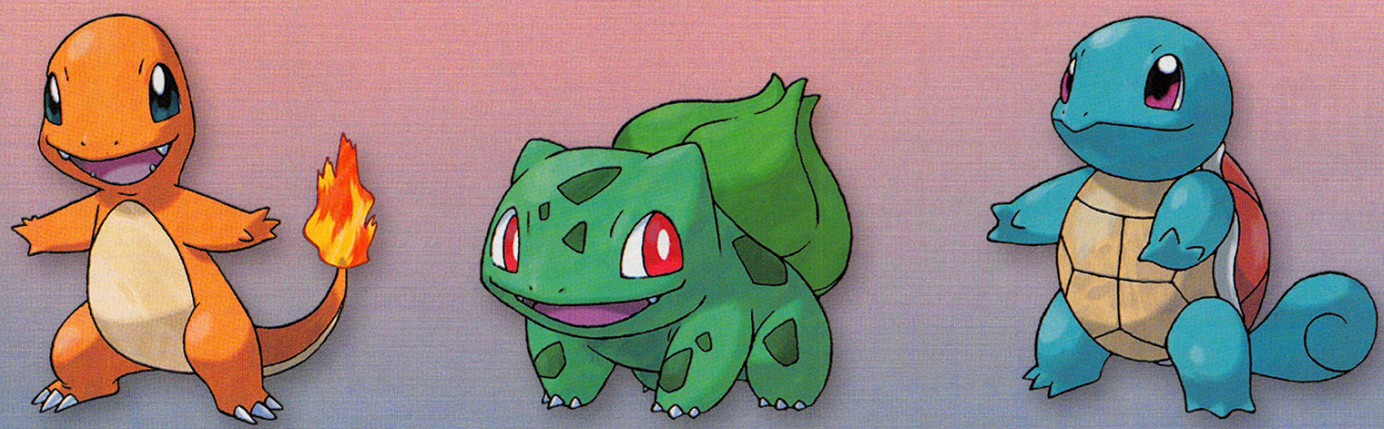
BACK TO THE FUTURE

September 9 will change everything. The world of Pokémon will expand. Pokémon technology will make its next quantum leap. We've seen the future, and it's all about Pokémon Fire Red and Pokémon Leaf Green. The new games are set in Kanto, the region where Pokémon first took root and exploded into a major phenomenon, and the titles stuff in so many new features that we'll be detailing them for months to come. One thing's for certain: when Pokémon Fire Red and Leaf Green get into Trainers' hands, Pokémon fans stand to become the coolest, most connected gaming community in the world.



Sept. 9th: Return to Kanto

Charmander or Torchic? Bulbasaur or Treecko? Squirtle or Mudkip? Pokémon Fire Red and Leaf Green will help a nation of Trainers settle the question in battle—the upcoming games return to the world of Kanto originally explored in Pokémon Red and Pokémon Blue, brought to life better than ever with dazzling GBA graphics and dozens of surprising new features. You'll be turned loose to experience the original duo's plot, prove yourself in the region's Pokémon League while single-handedly bringing down Team Rocket, plus pursue major new storylines that will add unexpected twists. And once you prove yourself, you'll be able to bring the Pokémon you caught from Pokémon Fire Red and Pokémon Leaf Green into Pokémon Ruby, Pokémon Sapphire and Pokémon Colosseum!

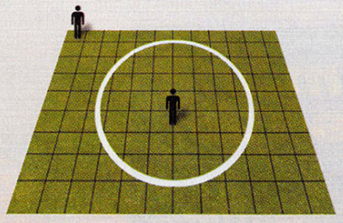


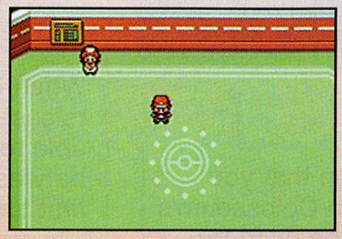
The Wireless Revolution

When players get their copies of Pokémon Fire Red and Leaf Green, they'll also nab Nintendo's cutting-edge peripheral: the Game Boy Advance Wireless Adapter. Upcoming Nintendo titles will feature Wireless Adapter gameplay in a variety of brilliant ways, but Pokémon Fire Red and Leaf Green will be the first to venture into the wireless gaming realm on the GBA. The Pokémon community will be brought together like never before.

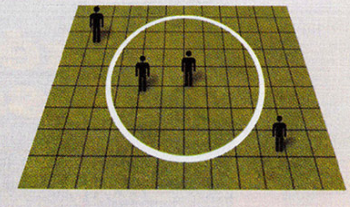
The Center of Your Own Network

When used with the Wireless Adapter, Pokémon Fire Red and Leaf Green will make you the hub of a thriving wireless community of Pokémon players. As other wireless Trainers come within reach of your adapter's range, you'll be able to communicate and play games together. As players leave your range, they'll vanish from your wireless network. We've seen it in action; it's an unbelievably cool way to tap into the fantastic power of the Pokémon gaming community.

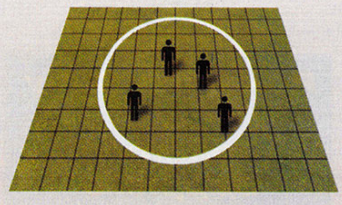


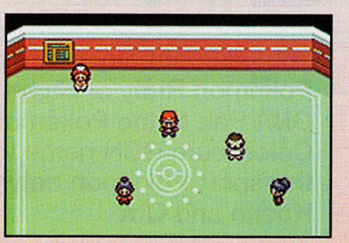


The Wireless Adapter makes you the center of your own wireless network. When other Trainers are out of range, you'll be on your own.



When a wireless Trainer enters your range, you can connect. (Those out of your range may fall within other Trainers' ranges.)





As more wireless Trainers enter your range, your network expands. Up to 40 Trainers can visit Pokémon Fire Red and Leaf Green's Union Room.

The Chat about Wireless

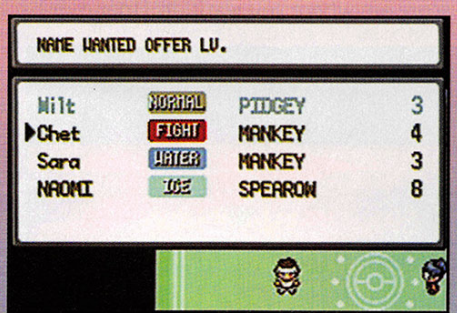
Much of Pokémon Fire Red and Leaf Green's wireless gaming is concentrated in the Kanto region's Pokémon Centers, where you can join up to 39 other wireless Trainers in the Union Room for a free-for-all, or connect with just two or three in the Direct Corner. Battling and trading will be radically transformed by wireless possibilities when Pokémon Fire Red and Leaf Green hit the streets. The fall gaming season can't come soon enough!

When the Wireless Adapter is attached to your Game Boy Advance, the Direct Corner lets you link up without using cables—imagine battling and trading with players you can't even see!

The Union Room's entrance is to the left of the Direct Corner's. Before you decide to walk in, you can see how many wireless Trainers you'll be able to communicate with.

The Union Room allows a number of unique ways to battle, trade and communicate. When you walk up to another player who's appeared in the Union Room, you'll have lots of communication options.

You can also chat in the Union Room and use the cursor to type comments on the fly or use your personal stock phrases—a convenient way to say "Yes," "No" or "I WILL DESTROY YOU IN BATTLE!"



The Union Room has a wireless trading board that lets players post their Pokémon and request certain Pokémon types in trade. That way, huge groups of players can trade at once.

THE BIG PICTURE

With players now exploring Pokémon Colosseum and Pokémon Ruby and Sapphire, Trainers and their Pokémon are roving between the Orre and Hoenn regions. With Pokémon Fire Red and Leaf Green coming out soon, we thought it'd be handy to see all the ways in which the regions are connecting to create one gigantic Pokémon world.

You can connect Hoenn and Kanto, and transport Pokémon between Pokémon Ruby/Sapphire and Pokémon Fire Red/Leaf Green.

Pokémon Ruby & Pokémon Sapphire

Pokémon Colosseum

Story Mode | **Battle Mode**

Pokémon Fire Red & Pokémon Leaf Green

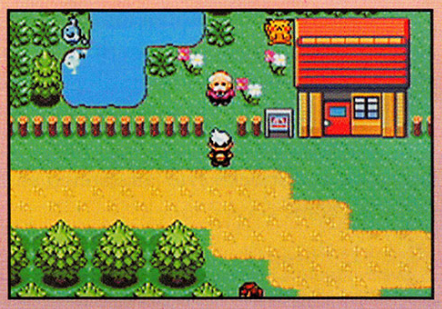
You can currently connect a Pokémon Ruby or Sapphire GBA Pak to the Pokémon Colosseum GCN game to transport Pokémon between Hoenn and Orre.

Shadow Pokémon that you Snag in Pokémon Colosseum's Story mode can be used for competitions in Battle mode.

When the new GBA games are released on Sept. 9, you'll be able to transport Pokémon between Kanto and Orre for the first time.

GOTTA BREED 'EM ALL

We've witnessed many a debate over which region's got the greatest "starter Pokémon," and Pokémon Gold and Pokémon Silver fans always argue that Cyndaquil, Chikorita and Totodile reign supreme. Don't you wish you could settle that argument with a Pokémon Colosseum battle? You can. In the GCN game's Story mode, you can Snag the triad's next evolutionary step—Quilava, Bayleef and Croconaw, respectively—then send them to Pokémon Ruby and Sapphire, where you can breed them in Hoenn's Day Care. If you breed a female Pokémon with a male that has a compatible Egg Type, you'll be sure to hatch the female Pokémon's earliest evolutionary form. With it, you can settle the "starter Pokémon" score anywhere you want: in Hoenn or back in Orre!



CARD COLOSSEUM

The Pokémon TCG EX Team Magma vs. Team Aqua expansion is all about mob mentality: the more of a team's cards you have in your deck, the greater the power you can tap into. Last month Team Magma tried to recruit you. Now Team Aqua is commandeering Card Colosseum with a sample deck to lure you to its side. Its success is buoyed mainly by two cards—Suicune ex and Team Aqua's Manectric—that drive two endgame strategies. Until the big guns arrive, the deck relies upon inflicting a Poison condition then stopping the defending Pokémon from retreating so that poison can wear it out.

DECK NAME: *TRICKLE AND TSUNAMI*
TAUNT: *"DROP BY DROP, WAVE BY WAVE, TEAM AQUA WILL HAVE ITS WAY!"*

4x	TEAM AQUA'S ELECTRIKE #52	Team Aqua's Electrike can paralyze a foe with Thundershock, forcing it to sit idle for its next turn—useful for eroding a poisoned Pokémon's health.
2x	TEAM AQUA'S MANECTRIC #4	
2x	SUICUNE EX #94	
4x	TEAM AQUA'S CARVANHA #47	With its Poison Fang attack, Team Aqua's Carvanha can start the poisoning tactic and set up Sharpedo's Aqua Smash.
2x	TEAM AQUA'S SHARPEDO #18	
4x	TEAM AQUA'S CACNEA #24	The deck uses Water and Lightning Energy, but this Grass-type uses Colorless Energy for its paralyzing Pin Missile.
4x	TEAM AQUA'S CORPHISH #50	Team Aqua's Corphish pushes the poisoning agenda with its Toxic Grip, which automatically causes a Poison condition.
3x	TEAM AQUA HIDEOUT #78	
3x	ARCHIE #71	Archie lets you rummage through your deck for any Team Aqua Pokémon and play it as a Basic Pokémon, even if it's a Stage 1 or 2 card—no evolution required.
4x	BUFFER PIECE #83	
4x	TEAM AQUA TECHNICAL MACHINE 01 #83	With the one-time-use TATM 01 you can slap a defender with any special condition. If the foe is poisoned, inflict a Burn condition to add another source of damage.
18x	FIRE ENERGY	
6x	LIGHTNING ENERGY	

TEAM AQUA'S MANECTRIC #4

Team Aqua's Manectric's Power Shift can move unlimited Energy attached to a Team Aqua Pokémon to any other Pokémon—great help for Suicune ex.

If Suicune ex has energized all of your foe's Pokémon, use Thunderspark to do 50 direct damage, plus 10 more to each Benched Pokémon that has Energy.

SUICUNE EX #94

Use Energy Flip to do 10 damage to a Benched Pokémon and move one of its Energy cards to another on its side—good prep for Team Aqua's Manectric.

If Team Aqua's Manectric can refuel it, use Suicune ex's Reverse Stream. You'll return its Energy cards to your hand to do 50 damage plus 10 more for each card.

TEAM AQUA HIDEOUT #78

Team Aqua Hideout is a Stadium card that adds an extra Colorless Energy to the Retreat Cost for non-Team Aqua Pokémon.

Coupled with Paralyze-inflicting attacks, Team Aqua Hideout helps prevent a poisoned Pokémon from retreating until it's KO'd!

TEAM AQUA'S SHARPEDO #18

Team Aqua's Sharpedo's Aqua Smash inflicts 50 damage, plus 20 more if its prey has a special condition—the deck's specialty.

With zero Retreat Cost, Team Aqua's Sharpedo can swim in and out of play easily to chew up your foe's Active Pokémon.

Card Key

- EX Dragon
- EX Team Magma vs. Team Aqua

Send your deck strategies to pokécenter@nintendopower.com!

1. Use 60 cards to build your deck. You can't use more than four cards that have the same name—even if they have different art or powers.

2. Balance your deck. If you're new to deck-building, use a traditional balance: 20-26 Pokémon cards, 10-16 Trainer cards and 24-28 Energy cards.

3. Name your deck. Whether you call your deck something funny or frightening, make the name sum up the deck's strategy.

4. Create a taunt (optional). It's immature, but we like to get in our opponent's face each time our deck wins a battle.

Phenac Stadium
Level 50: Single Battle

For the next 12 months we'll be pitting your best teams against the final Trainers in Pokémon Colosseum's Battle mode. Jeff A. from Missouri sent in a team of Pokémon who've learned moves that shore up their type weaknesses. For example, Jeff's Blaziken has a weakness to Flying-type attacks; worse yet, a Flying-type Pokémon can use a same-type strike to score huge damage. So Jeff bred a Blaziken with the Rock-type Rock Slide attack to blast Flying-types. Let's see how his bolstered team performs against Supertrainer Kauson from Phenac Stadium.

TRAINER JEFF'S POKéMON

BLAZIKEN LEVEL 50
Type: Fire-Fighting
Ability: Blaze
Held Item: Shell Bell
Moves:
Flamethrower, Brick Break
Rock Slide, Slash

SLAKING LEVEL 50
Type: Normal
Ability: Truant
Held Item: Leftovers
Moves:
Aerial Ace, Counter
Hyper Beam, Slack Off

SEVIPER LEVEL 50
Type: Poison
Ability: Shed Skin
Held Item: Focus Band
Moves:
Sludge Bomb, Giga Drain
Crunch, Flamethrower

CRADILY LEVEL 50
Type: Rock-Grass
Ability: Suction Cups
Held Item: Quick Claw
Moves:
Solarbeam, Hyper Beam
Rock Slide, Recover

WALREIN LEVEL 50
Type: Ice-Water
Ability: Thick Fat
Held Item: Chesto Berry
Moves:
Surf, Earthquake
Ice Beam, Rest

LATIOS LEVEL 50
Type: Dragon-Psychic
Ability: Levitate
Held Item: Soul Dew
Moves:
Psychic, Fly
Dragonbreath, Recover

LET THE FIGHT BEGIN!

Kauson's team is filled with Fighting-, Psychic- and Dark-types, so we chose three of Jeff's Pokémon that had advantageous attack types.

We pitched out Blaziken, hoping that Kauson would open with a Dark-type. Blaziken could crush it with its Fighting-type Brick Break attack.

Unfortunately, Kauson led with Ralts, one of his Psychic-types, which surely had a same-type attack that would wreck Blaziken.

So we swapped in Seviper, which also had a weakness to Psychic-type strikes but could bash Ralts with a Dark-type move, Crunch.

The swap put Seviper directly into the path of Ralts's move. Fortunately, Ralts had chosen the Electric-type Shockwave ...

... instead of a Psychic-type strike. Seviper survived the onslaught and fought back with Crunch, which snacked on Ralts supereffectively.

Ralts fainted; Kauson called Machop to the field. We'd battled Kauson before, so we knew his Machop used the Ground-type Earthquake move ...

... which would shatter Poison-type Seviper. We swapped in Jeff's Latios. The Flying-and-Psychic-type would escape Earthquake unharmed.

Also, Latios could use two supereffective moves on its Fighting-type foe: Flying-type Fly or Psychic-type Psychic. The latter KO'd Machop.

Kauson had to rely on his final choice, his Dark-type Pokémon, Poochyena. We swapped in our Fire-and-Fighting-type Pokémon, Blaziken ...

... because its Fighting type would resist any Dark-type attacks. Just as we'd anticipated, Poochyena lunged with its Bite, which did little damage.

Jeff's Blaziken delivered the coup de grace with its Fighting-type Brick Break attack, which pulverized Poochyena, ending the fight!

The Verdict

Instead of loading his Pokémon with same-type attacks to maximize his damage multiplier, Jeff diversified their attack types so his crew could adapt to many situations—a strong approach!

SEND IN YOUR SINGLE- AND DOUBLE-BATTLE TEAMS!

Send e-mail to
pokecenter@nintendopower.com

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PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

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Pokémon Colosseum

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Revenge is sweet. And Snagging legendary Entei and Suicune in Story mode is icing on the cake. Our continuing strategy will help you indulge in justice—and chew up your foes in Battle mode.

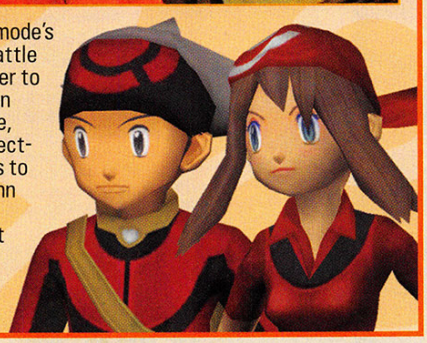
EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasy Violence

GET CONNECTED

BATTLE MODE BECKONS

The spectators in Battle mode's colosseums are hungry for battles that are worth cheering about. They're in it for the spectacle; you're in it for the glory—and the rare prizes. This month, we're devoting most of our strategy to Battle mode. But we're starting with a push deeper into Story mode so you can Snag two of the three legendary Pokémon lurking in Orre, plus lots of rare move-teaching Technical Machines. You'll need 'em to satisfy Battle mode's frenzied crowds.

You can get far with Story mode's Snaggable Pokémon, but Battle mode notoriety can be easier to achieve if you have Pokémon Ruby and Pokémon Sapphire, too. This issue, we're connecting the GBA and GCN games to assemble Orre-meets-Hoenn teams that will make your colosseum competitors eat humble pie.



YOUR VICE SQUAD

In part one of our Story mode walk-through, you busted crooks with only Umbreon and Espeon, then Snagged a team of Shadow Pokémon—Pokémon turned into heartless battle machines—from criminals loose in Orre. You also helped Pokémon shed their shadow status with good ol' TLC (tender-loving combat), followed by a visit to the Relic Stone once their Heart Gauges were pure.

Gear Up Before You Head Out

Consider strengthening your team before moving onward. In Phenac City, you can earn powerful TMs at the stadium. In Pyrite Town, you can rack up TMs at the colosseum, earn quick experience in Duel Square and visit the police station to get the Jail Key, which can open all cells. If you wait too long, the ruffian in the north cell will be gone and you'll miss out on TM 46 (Thief).

MT. BATTLE

Once you had the Small Tablet in hand and spoke to Agate Village's resident sage, Eagun, you finally had the knowledge to use the Relic Stone's power. You also immediately got an e-mail from Pyrite Colosseum's Duking, which notified you about a hostile takeover at Mt. Battle (and added it to the world map as a travel option). If your Pokémon squad is up to snuff, head to the mountain for a rescue mission.

10 Steps to Monumental Success

Mt. Battle is a 100-stage Trainer challenge that leads to nosebleed heights. When you arrive, you'll discover that the giant Dakim and nine thugs have taken over the first 10 stages. You'll need to knock them off their high horses to rescue Mt. Battle's leader, Vander, and get a chance to Snag Entei.

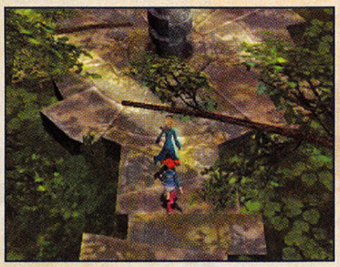
The Mountain's Rewards

After you've beaten Dakim, pick up the dropped F-Disk then speak to Vander. He'll take you back to Mt. Battle's entrance and give you the Time Flute, the object of Dakim's obsession. You won't be able to enter the 100-Trainer Mt. Battle challenge right after you've saved Vander—return when Mt. Battle opens for business to plunder it for prizes and experience.

FOLLOW THE TRAIL

With Time Flute in hand, return to Eagun in Agate. He'll explain that the flute summons Celebi to the Relic Stone and urge you to try it out. It's a one-time-use item, so follow his advice only if you have a worthy Shadow Pokémon (see page 108). If you don't, leave Agate to find a new map destination, the Mystery Lab.

Eagun's Eager to Summon Celebi



After your chat with Eagun, you might get the idea that you can catch Celebi upon summoning it. That's not the case. There are only three Time Flutes in Orre. Make certain that you know the flute's function before you play it. Time Flutes will give your momentum a major boost if you use it at the right time.

Snuffing Out Dakim's Team

Hotheaded Dakim has based his team strategy on frequent Earthquake strikes, which engulf both Double Battle defenders and the attacker's sidekick. Bring in Flying-types; they're immune to the Ground-type attack. Noctowl is essential, since it learns Hypnosis, which makes an Entei Snag easier.

Hypnosis and Sleep Powder are your greatest assets. After you make Entei zonk out, you'll increase your chances of Snagging it when its HP is low. And, more importantly, Entei won't be able to KO itself with the backlash from its Shadow Rush attacks.

Entei Lv. 40 FIRE
Cipher Admin Dakim

Mt. Battle's Move Deleter

The Move Deleter in Orre is just inside Mt. Battle's entrance. He can help your Pokémon forget a move—including HMs and TMs, which Pokémon can't normally forget when they learn level-up moves.

Mt. Battle in Story Mode

By the time you have the Elevator Key, Mt. Battle will be back in business and ready for challengers. Mt. Battle is featured in both Story mode and Battle mode, but Story mode's version has fewer rules. It's a great place to earn experience and Poké Coupon points, which you'll get at the end of each area (10 stages). The higher you climb, the greater the points. You can buy some of the best TMs, berries and held items with the Poké Coupon points.

Area	Coupon
1	100
2	200
3	400
4	600
5	800
6	800
7	900
8	900
9	1,000
10	1,200

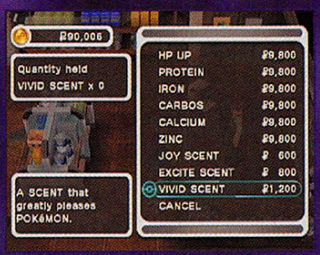
Prize	Cost
TM 13 (ICE BEAM)	4,000
TM 24 (THUNDERBOLT)	4,000
TM 29 (PSYCHIC)	3,500
TM 32 (DOUBLE TEAM)	1,500
TM 35 (FLAMETHROWER)	4,000
APICOT BERRY	15,000
GANLON BERRY	15,000
PETAYA BERRY	15,000
SALAC BERRY	15,000
BRIGHTPOWDER	10,000
CHOICE BAND	10,000
FOCUS BAND	10,000
KING'S ROCK	10,000
LEFTOVERS	10,000
MENTAL HERB	8,000
QUICK CLAW	10,000
SCOPE LENS	10,000
WHITE HERB	8,000

Time Flute: Fast Track to Full Purification

The Time Flute completes the long task of Heart Gauge rehabilitation in one toot. When you play the one-time-use instrument at the Relic Stone, Celebi will briefly appear and fully purify a Shadow Pokémon, then restore it to normal Pokémon status.

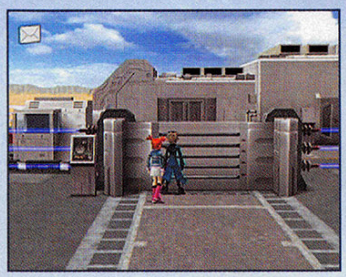
Some Shadow Pokémon require more rehabilitation than others to purify their Heart Gauge fully. Entei is one of them. Though you'll find equally worthy powerhouses later in your quest, having a fully purified Entei on your side can be a major asset over the long haul.

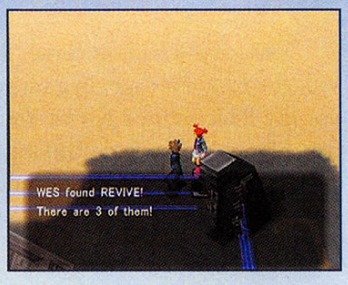
New Therapy for Shadow Pokémon



After you defeat Dakim, a girl on the right side of Agate Village will give you the Cologne Case. Once you own it, you can purchase three scents (sold at the Agate Pokémon Mart) that allow Cologne Massage therapy for Shadow Pokémon—some respond extremely well to it.

The Mystery Lab Remains a Secret





Head to the Mystery Lab when it first appears on the map. You won't be able to breach its locked front gate, but you will be able to grab the three Revives tucked behind the back-right fence post.

Pyrite's Seedy Underbelly

Just after you enter the Mystery Lab area, you'll receive an e-mail from Duking that informs you that some enemy thugs are in Pyrite's jail. Go to Pyrite and visit the prisoners. If you didn't snatch up the Jail Key to collect TM 46 (Thief) earlier, you'll have passed up your opportunity to get the TM—its bearer will be gone. The key, however, will still be on the table.

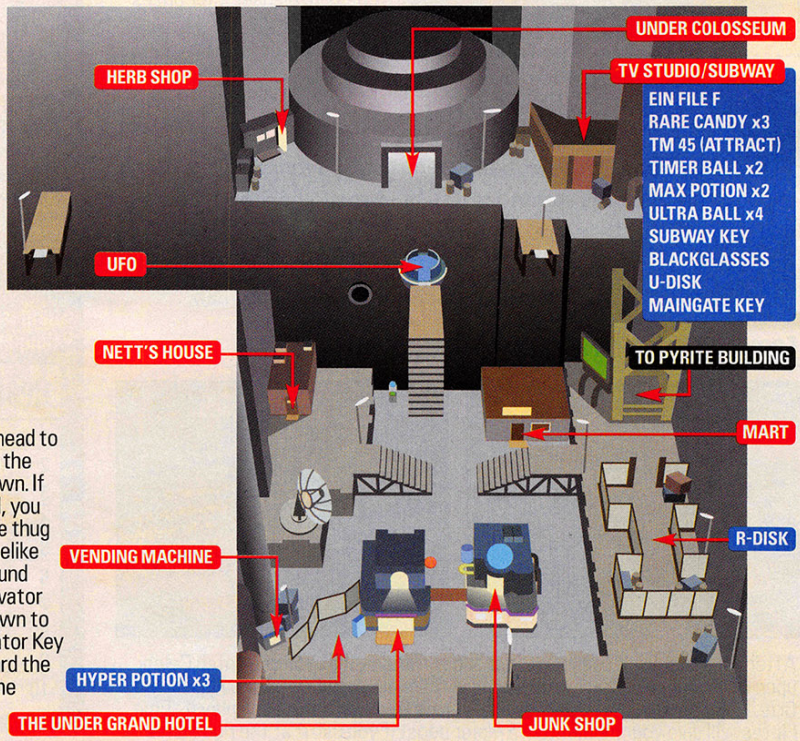
The two new prisoners are in the southernmost jail cell. Open it with the Jail Key, then pickpocket the sleeping thug to gain the Elevator Key. Speak to the other prisoner to glean more insights into the conspiracy. Before you brave the next phase of your journey, head to Pyrite Colosseum and refresh your team at the Pokémon Restoring Machine.

THE UNDER

When you first investigated the conspiracy that had Pyrite Town in its grip, you discovered that crime boss Miror B. had been giving Shadow Pokémon to victorious Trainers at Pyrite Colosseum. Later you'll discover that in The Under, deep under Pyrite, another crime boss, Venus, lords her power over The Under's citizens from her television station. The area holds much for you to do: you'll aid the local resistance, bring down Venus and, best of all, Snag many more Shadow Pokémon.

Descent into Badness

To reach The Under, head to the Pyrite Building in the northeast part of town. If you skirt the far wall, you can avoid battling the thug who's guarding a cagelike structure on the ground floor, which is an elevator that will take you down to The Under. The Elevator Key will allow you to board the lift and descend to the underground town.



The Under's Items Put You on Top

Save up your Poké Dollars for a spending spree in The Under, which sells many powerful items and TMs. The Herb Shop beside Under Colosseum offers potent healing items, but they're all bitter-tasting and they'll make your friendship with your Pokémon suffer. Stock up on Lemonade from the Vending Machine; it's a great deal.

Herb Shop

Energy Root	800
Energypowder	500
Heal Powder	450
Revival Herb	2,800

Vending Machine

Fresh Water	200
Soda Pop	300
Lemonade	350

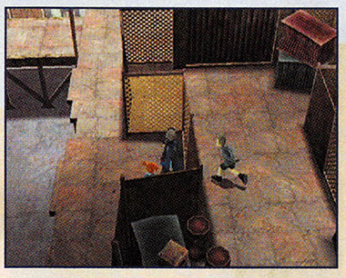
Pokémon Mart

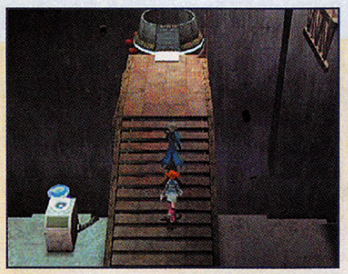
Full Restore	3,000
Max Potion	2,500
Hyper Potion	1,200
Full Heal	600
Revive	1,500
TM 10 (Hidden Power)	3,000
TM 14 (Blizzard)	5,500
TM 15 (Hyper Beam)	7,500
TM 16 (Light Screen)	3,000
TM 17 (Protect)	3,000
TM 20 (Safeguard)	3,000
TM 25 (Thunder)	5,500
TM 33 (Reflect)	3,000
TM 38 (Fire Blast)	5,500

Connect with the Techno-Resistance

Technically savvy kids in The Under are trying to expose the conspiracy. Venus is onto them and is blocking the rebels' transmissions to the world above. Help the resistance by getting the Powerup Part from the boy in the Junk Shop basement, then take it to brainiac leader Nett's house.

The Spy is Caught—and It's Not You

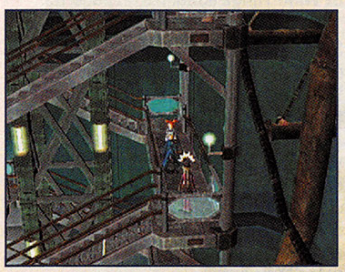




When you leave Nett's house, you'll hear thugs catch a spy on the east side of town. It's Silva (Duking's buddy). Battle Kloak, who's guarding Silva's cell. After you defeat her—and Snag her Ledian—speak to Silva. You can't free him, but Silva can give you the R-Disk. Use it to steer The Under's UFO transport right.

Shut Down Venus & Snag a Quartet

Enter the television studio and interrupt Venus's broadcast. She'll try to battle you into the ground. Defeat her to send her on a frenzied flight. She'll flee through the basement and run down a zigzagging staircase to the left. Pursue her, but before you hit the left stairway, unlock the basement door, go up the right-hand stairs and save your progress at Under Colosseum's PC.



Venus has fled to the subway entrance. You'll need to battle through a long line of Venus's defenders to reach her. Each of them has a Shadow Pokémon. To ensure that you Snag them all, you should save often. Though it involves much backtracking, return to Under Colosseum's PC each time you Snag a Shadow Pokémon.

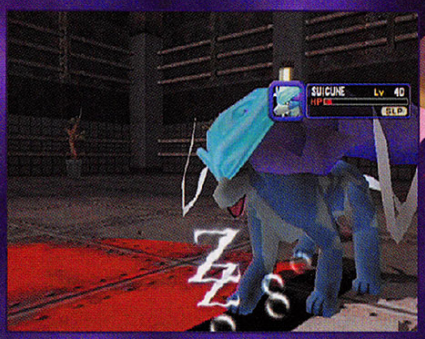
Assist Silva & Snag Ledian

Kloak, who has a Snaggable Ledian, isn't near the cell when you arrive. After Silva is caught, Kloak will appear there. Snag her Ledian, which can transfer its stat changes with Baton Pass.

Ledian LV. 33 — BUG / FLY
Cipher Peon Kloak

Triumphing over Venus's Crew

Venus has a legendary Pokémon, Suicune, on her team, along with many Pokémon that use the Attract move. If one of your Pokémon gets smitten, swap it out of battle to break the spell. Her Steel-and-Ground-type Steelix is tough; slap it with persistent-damage effects to erode its HP.



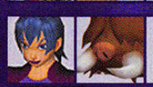
The Water-type Suicune is a must-Snag. Don't attempt to weaken it with Electric- or Grass-type attacks, or you may inadvertently KO it. Use the tried-and-true Snag method of slapping your prey with a Sleep condition right off the bat.

Suicune LV. 40 — WTR
Cipher Admin Venus

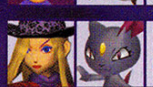
Survive the Downward Spiral

Gligar LV. 43 — GRD / FLY
Hunter Frena

Stantler LV. 43 — NRM
Chaser Liaks



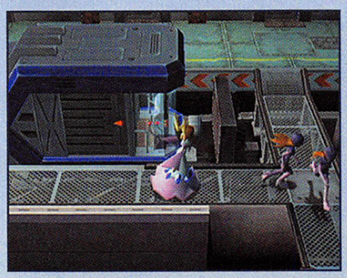
Piloswine LV. 43 — ICE / GRD
Bodybuilder Lonia

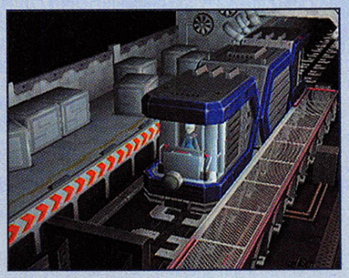


Sneasel LV. 43 — DRK / ICE
Rider Nelis

After you Snag the four Shadow Pokémon from the stairway thugs and purify them, they'll add major powers to your arsenal: Gligar's Dark-type Faint Attack, Stantler's sleep-inducing Hypnosis, Piloswine's Ice-type Blizzard and Sneasel's Beat Up, which does more damage if you have lots of healthy Pokémon on your team.

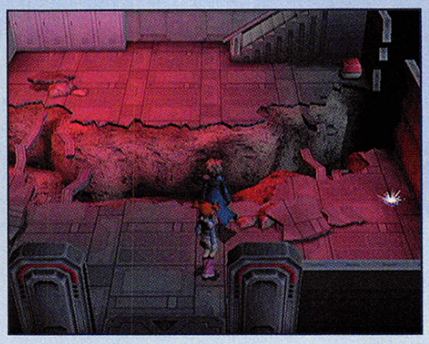
Follow Venus into the Subway





After you defeat Venus's defenders, pursue her into the subway. Enter the Shadow Liner on one end; exit through the other. You'll see Venus flee the station. Though she slips from your grasp, she'll drop the Subway Key outside the subway entrance. Use it to conduct the subway to the other end of the line.

So Close Yet So Far



The Shadow Liner will come to a stop under the Mystery Lab. Follow the nearby crooks as they run into the lab basement. They'll do something extreme to prevent your entrance to the lab: blow up the basement. You must take the Shadow Liner back to The Under. Before you do, grab the Maingate Key from the floor of the lab's basement—it unlocks the lab's front gate.

STOP THE MADNESS

You've toppled three crime bosses but you still don't know why their group has created Shadow Pokémon. The path ahead, which leads to the lab, will bring you face to face with Chief Ein, the madman behind the Pokémon transformations. Your now-huge Pokémon posse can help you foil his scheme—and give you the edge you need in Battle mode's competitions.

BRACE FOR BATTLE MODE

Colosseum Battle Strategies

Pokémon has one of the best battle systems ever made, and any newcomer who spends one minute in Battle mode's vortex of aggression will see it first-hand. Opposing Trainers are driven by AI that knows all the ins and outs of the battle chart (see page 115). Even if you've mastered the system, your survival ultimately depends on the Pokémon crew you take into a colosseum. We strongly recommend connecting Pokémon Colosseum and Pokémon Ruby and Sapphire to bring in the best of both regions.

The Benefits of Battling

When you defeat a Trainer, you'll earn a Continue that allows you to start a rematch if you lose any Trainer battle. When you finish a colosseum challenge, you'll receive Poké Coupon points that you can use to buy TMs and items that will give you an edge in combat (see page 107). The more legendary Pokémon you use, however, the fewer points you'll earn. Include them sparingly.

Legendary Pokémon that Reduce Point Awards

ENTEI, GROUDON, HO-OH, JIRACHI, KYOGRE, LATIAS, LATIOS, RAIKOU, RAYQUAZA, REGICE, REGIROCK, REGISTEEL, SUICUNE

Exploit Abilities and Held Items

Abilities and held items can often give your team the edge you'll need to eke out a narrow victory against an evenly matched team of Pokémon. For example, the Intimidate ability hacks into a defending Pokémon's Attack stat, which works on both defenders in a Double Battle. And the Leftovers held item restores a little of a Pokémon's HP each turn—a real boon in a long battle.

Critical Mass with Combos

You can get only so far through challenges with brute strength. You'll soon need to string together moves that create massive effects. In Double Battle, for instance, if your first attacker changes the weather with Sunny Day, its sidekick could use Solarbeam immediately instead of spending a turn charging.

Double Your Deviousness

Double Battle also unleashes the full potential of moves that can damage more than one target at once. For example, Surf will smack one defender in Single Battle, but it'll crash into both foes in Double Battle. Some wide-range moves, like Earthquake, will hit not only both defenders but also the attacker's sidekick—be careful with such moves. See the full list of wide-range assaults on page 115.

Some moves that target statistics or cause status conditions will affect two targets in a Double Battle. Use them to weaken the other team twice as fast as normal. Boosting your own duo's stats, however, can be one of the most efficient ways to claw out an advantage against the other team, since they'll remain amped-up as they demolish one foe after the next.

PHENAC STADIUM: Level 50—Single Battle

The most straightforward of the 12 colosseum competitions begins with Single Battles against Phenac Stadium's eight Trainers. Basic type-trumping (see page 115) and Pokémon swapping to maximize advantages are the order of the day. Among your foes' 48 team members, you'll find the Pokémon types and quantities listed to the right. Water-types are the most prevalent, so equip your incoming team with Electric- and Grass-type attacks. Beware using Electric-type Pokémon (for the same-type damage multiplier), however; Ground-types are the second-most common Pokémon your foes will use, and their Ground-type attacks will pulverize your Electric-types! We drew together a squad of Orre and Hoenn Pokémon to show one way to bring down Phenac Stadium.

Number of Types You'll Face

NORMAL	3	ELECTRIC	1	FIGHTING	3	FLYING	4	ROCK	3	DARK	3
FIRE	3	GRASS	7	POISON	6	PSYCHIC	7	GHOST	2	STEEL	1
WATER	10	ICE	3	GROUND	9	BUG	4	DRAGON	0		

How Nintendo Power Dominated

Salamence LV. 50 — DRG / FLY

Ability: Intimidate
Fly FLY
Fire Blast FIRE
Dragon Claw DRG
Scary Face NRM
Item: Charcoal

Salamence's Attack stat makes it one of the fiercest Pokémon for delivering physical attacks. Even when a foe has resistance to its Flying-type Fly strike, the move's stat-driven damage can often bludgeon the foe. We used TM 38 (Fire Blast) to give it one of the strongest special attacks as well.

Cacturne LV. 50 — GRS / DRK

Ability: Sand Veil
Faint Attack DRK
Giga Drain GRS
Double Team NRM
Sandstorm RCK
Item: Miracle Seed

We taught Cacturne the Giga Drain attack so it could earn the same-type damage multiplier. After it summons a sandstorm to the field, its Sand Veil ability will make Cacturne extremely evasive. We taught it the evasion-heightening Double Team (TM 32) to make it nigh-invisible.

Misdreavus LV. 50 (Shadow) — GHO

Ability: Levitate
Psybeam PSY
Confuse Ray GHO
Thunder ELC
Shadow Ball GHO
Item: Spell Tag

Misdreavus is one of our faves from Story mode, since it learns both Psychic and Ghost attacks, which allow it to type-trump many elusive Pokémon types. We bought TM 47 from the Pokémon Mart in The Under to teach it Thunder, which lets it trump the many Water-types in Phenac.

Glalie LV. 50 — ICE

Ability: Inner Focus
Headbutt NRM
Crunch DRK
Ice Beam ICE
Double Team NRM
Item: Nevermeltice

The rare Ice-types are worth finding. Glalie proves its worth, since its Ice-type attack trumps some of Phenac Stadium's most prevalent types, Ground and Grass. Glalie's Dark-type Crunch gives it the upper hand over the common Psychic-types, as well, especially with its high Sp. Attack stats.

Quagsire LV. 50 (Shadow) — WTR / GRD

Ability: Water Absorb
Earthquake GRD
Amnesia PSY
Rain Dance WTR
Surf WTR
Item: Soft Sand

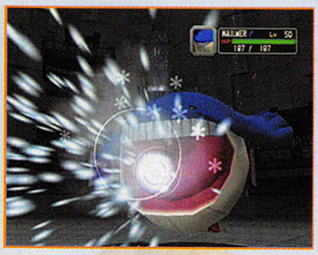
Quagsire has a strong dual-type that helps against attack types common in Phenac. It learns Surf and Earthquake, which exploit common Phenac types. We taught Quagsire Rain Dance (TM 18) so it could trigger rain-fueled advantages. Misdreavus's Thunder never misses during a rainstorm!

Hariyama LV. 50 (Shadow) — FTG

Ability: Guts
Foresight NRM
Belly Drum NRM
Brick Break FTG
Cross Chop FTG
Item: Black Belt

We won Brick Break (TM 31) from Pyrite Colosseum in Story mode, so Hariyama had the strongest Fighting-type attack with the highest Accuracy. Its huge Attack stat, when enhanced with Belly Drum, results in almost unfair damage—but only almost: Belly Drum halves Hariyama's own HP.

Study each team for its type-based themes, especially if you use a Continue to tackle a Trainer repeatedly. Studying will help you assemble a team with type-based attacks that will let you trump your way to supereffectiveness. Don't base your strategy entirely on type-trumping, however. Consider your team's stats, too: if a Pokémon has a killer attack but dismal Speed, it can get KO'd before it ever makes a move.



Many foes have given their Pokémon attacks that help them cover their type-based weaknesses. For example, Gucio's Water-type Wailmer and Horsea are vulnerable to Grass-type attacks. But if you send in Grass-type Pokémon with Grass-type attacks (to score the same-type damage multiplier), you'll fall right into Gucio's trap. He's given Wailmer and Horsea strong Ice-type strikes, which will blast Grass-types to pieces.

Master the art of swapping out your Pokémon both defensively and offensively during battle. In your early Phenac Stadium fights, you can blaze through with one Pokémon that has the right type-trumping attack. But soon you'll face Trainers that swap in Pokémon with attack types that will fry your guy. Know when to switch out to avoid a trumping catastrophe. Sub in a Pokémon with a strong arsenal of attack types.

The semifinal and final Trainers have Pokémon with diversified moves. Make the same true of your team. For example, to deal with Gularte in the semifinal—who uses Ghost-, Fighting- and Psychic-types—teach a Misdreavus Psychic- and Ghost-type attacks to type-trump your way through her crew. Also consider that a Pokémon with powerful offensive stats can compensate for a weakening type-trumping multiplier.

Trainer Alert

Supertrainer Kauson—Final Round

Kauson covers his bases with a team of Fighting-, Psychic- and Dark-type Pokémon. Just when you think you've got one of them pinned down, he'll usually swap in a defensive type with a type-trumping attack that throws you off balance. No matter—swap defensively as often as you need to. Kauson's Abra is trickiest. The Psychic-type can sling superfast Fire-, Electric-, Ice- and Psychic-type attacks, so counter with a Ghost-, Bug- and Dark-type smackdown. (Check out this month's Pokécenter to see how another player brought down Supertrainer Kauson!)

PHENAC STADIUM: Level 50–Double Battle

A Double Battle adds a more cerebral element to fights, and Phenac Stadium's Trainers build teams that pull off quick combos. They're nothing terribly complex, but it's still to your advantage to read into the moves the Trainers open with so you can predict (and avoid) combos. For example, if a Trainer changes the weather to rain or sun, you can bet that a rain- or sun-powered move will soon follow. If your Pokémon don't have moves that will ride the weather wave sooner than your opponent's Pokémon, try to change the weather. Combos are especially essential in Double Battles, but still keep a close eye on type-trumping tactics. In Phenac Stadium, Normal- and Water-types are ever-present; consult the chart on page 115 to drum up strong attack types.

How Nintendo Power Dominated

Walrein LV. 50 — ICE / WTR

Ability: Thick Fat
Surf WTR
Rest PSY
Body Slam NRM
Aurora Beam ICE
Item: Chesto Berry

Walrein's Thick Fat halves Fire- and Ice-type damage, and its dual-type combo makes up for so-so defensive stats. Its offensive stats are great, so we taught it Surf to do big Water-type damage to the common Ground-types. The Chesto Berry wakes Walrein up when it uses HP-restoring Rest.

Breloom LV. 50 — GRS / FTG

Ability: Effect Spore
Headbutt NRM
Giga Drain GRS
Brick Break FTG
Solarbeam GRS
Item: Black Belt

We taught Breloom the high-Accuracy Brick Break (TM 31) to take advantage of its good Attack stat and the same-type multiplier. We also taught it Solarbeam (TM 22), which fires every turn after Xatu uses Sunny Day. Breloom's Effect Spore often leaves attackers with a status condition.

Ampharos LV. 50 (Shadow) — ELC

Ability: Static
Thunderbolt ELC
Thunder Wave ELC
Cotton Spore GRS
Light Screen PSY
Item: Quick Claw

We evolved our Story mode Flaaffy into Ampharos before bringing it to Battle mode via the Sp. Attack stat boost, which cranks up its Thunderbolt damage. Ampharos partners well with an attack-oriented Pokémon, since its Light Screen halves special attack damage to both it and its sidekick.

Xatu LV. 50 — PSY / FLY

Ability: Synchronize
Psychic PSY
Shadow Ball GHO
Fly FLY
Sunny Day FIRE
Item: Sharp Beak

Xatu's high Sp. Attack and Speed stats make it a great opener. It can learn a wide variety of TMs and HMs. We chose Shadow Ball (TM 30) and Fly (HM 02), which help it peck off a smattering of Phenac's less-common types, plus Sunny Day (TM 11), which amps up Breloom's Solarbeam attack.

Whiscash LV. 50 — WTR / GRD

Ability: Oblivious
Surf WTR
Strength NRM
Earthquake GRD
Dive WTR
Item: Soft Sand

We love our Whiscash so much that we took it into Pyrite Colosseum, too. Its dual-type is tough, and it learns wide-range attacks Earthquake and Surf, which are a dream in Double Battle. We pair Whiscash with Xatu, which escapes Earthquake's collateral damage.

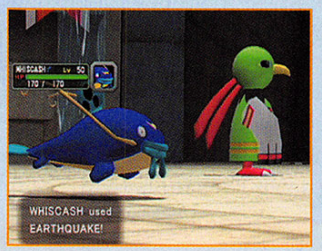
Umbreon LV. 50 (Shadow) — DRK

Ability: Synchronize
Screech NRM
Secret Power NRM
Faint Attack DRK
Confuse Ray GHO
Item: Persim Berry

Umbreon has high defensive stats, so play it when you need to put up a strong wall against damaging attacks. Its offensive stats are average, so we don't use it primarily to deal damage. Instead, we use its Screech to lower the defender's Defense dramatically and its Confuse Ray to addle its foes.

Number of Types You'll Face

NORMAL	9	ELECTRIC	2	FIGHTING	3	FLYING	5	ROCK	1	DARK	3
FIRE	5	GRASS	6	POISON	5	PSYCHIC	6	GHOST	2	STEEL	0
WATER	9	ICE	0	GROUND	7	BUG	2	DRAGON	0		



Pair up Pokémon that cover each other's defensive weaknesses and offensive shortcomings. Also, frequently use moves that target both defenders. But exploit the even wider-range attacks like Earthquake—which strikes both foes and the attacker's sidekick—only if the partner is of a type that will minimize or escape the collateral damage. For example, Flying-types won't suffer Earthquake's Ground-type pain.

In Double Battles, the opposing team has more defensive types for you to consider, especially if both Pokémon are dual-types! The battles also pose complex questions. Which opposing Pokémon is a bigger threat? Are your Pokémon speedy enough to beat both defenders to the punch? In Battle 4, we bested Taillow and Wingull by siccing our quicksilver Ampharos on Wingull and attacking Taillow with Walrein's Ice-type strikes.

You can create Single Battle combos in one turn in a Double Battle if paired Pokémon do their separate parts at the right time. For example, the superfast Xatu can bring sunlight to the field immediately with its Sunny Day move, then Breloom, who moves more slowly, will have time to benefit from the sun. It'll be able to fire off its Solarbeam on its own first turn and every turn thereafter instead of charging up frequently.

Double Battles bring a lot of fancy combo-slinging to the field, but never forget basic type-trumping rules and swapping strategy. Teams often feature diverse Pokémon types with varied attack types—employ the same strategy when assembling your team. In the final round, you'll face Supertrainer Tangut, who has worked nearly every angle of the battle chart with her diversification strategy. You'll need options.

Trainer Alert!

Fun Old Man Radle–Semifinal Round

You'll want to swap and strike often with type-trumping impact to get around Radle's diverse team, and he'll attempt to bog you down with Confuse-inflicting moves. Give your most important Pokémon a Persim Berry so it can self-cure its status. A quick Pokémon with Electric-type strikes will get Radle's Flying-type Pokémon (Natu and Hoothoot) before they can hit; use Dark-type attacks to gash his Psychic-type Pokémon (Natu and Baltoy); and turn the hose on Fire-type Houndour and Ground-type Baltoy with some powerful Water-type offensives.

PYRITE COLOSSEUM: Level 50–Single Battle

Pyrite Colosseum's Single Battle competition will force you to focus even more on defensive swapping. You can assume that a Pokémon has a same-type attack—and can swap out your onfield Pokémon if it's vulnerable—but the question of which Pokémon type to swap in is trickier in Pyrite. Its Trainers cleverly pack the squads with diverse moves. For example, there are 11 Normal-types among the 48 Pokémon, but almost all of them have at least one non-Normal-type attack. So if you swap in a Ghost-type to avoid Normal-type damage, it might be blasted from the field by the foe's surprise supereffective Ghost-type attack. Diversify your team's moves to improve your offensive standing—that way you can keep your competitors on their toes.

Number of Types You'll Face

NORMAL	11	ELECTRIC	5	FIGHTING	2	FLYING	7	ROCK	8	DARK	3
FIRE	1	GRASS	6	POISON	1	PSYCHIC	3	GHOST	2	STEEL	3
WATER	8	ICE	2	GROUND	3	BUG	4	DRAGON	2		

How Nintendo Power Dominated

Ninetales LV. 50 — FIRE

Ability: Flash Fire
Flamethrower FIRE
Confuse Ray GHO
Safeguard NRM
Dig GRD
Item: Charcoal

With its excellent Speed and Sp. Attack stats, Ninetales can bring on swift Fire-type punishment. His Flamethrower doesn't trump many of Pyrite's types, but it still does awesome damage. Ninetales's Confuse Ray helps deal preemptive Paralyze conditions, a big advantage in the colosseum.

Breloom LV. 50 — GRS FTG

Ability: Effect Spore
Headbutt NRM
Giga Drain GRS
Brick Break FTG
Solarbeam GRS
Item: Black Belt

Fighting-types with same-type moves defeat Phenac's Normal- and Rock-types fast. Breloom's dual-type gives it much elemental protection, so it's great for facing Pyrite's constant elemental attacks. Its Grass-type Giga Drain will quickly dispose of common Water-, Rock- and Ground-types.

Whiscash LV. 50 — WTR GRD

Ability: Oblivious
Surf WTR
Strength NRM
Earthquake GRD
Dive WTR
Item: Mystic Water

Ground- and Rock-type Pokémon heavily populate Pyrite's competitions. Whiscash can drown the former with its Water-type Surf and shatter the latter with its Ground-type Earthquake. Several foes use the two-turn Dig move; Earthquake will do double damage when they're underground.

Gyarados LV. 50 — WTR FLY

Ability: Intimidate
Thunder ELC
Hydro Pump WTR
Dragonbreath DRG
Ice Beam ICE
Item: Quick Claw

Gyarados's Intimidate cuts its foe's Attack stat—always useful. Though its low Sp. Attack results in less special attack damage, it's great against Dragon-types since it can learn Ice- and Dragon-type attacks. We gave it Thunder (TM 25), which will never miss in Pyrite's occasional rainstorms.

Misdreavus LV. 50 (Shadow) — GHO

Ability: Levitate
Psybeam PSY
Confuse Ray GHO
Thunder ELC
Shadow Ball GHO
Item: Persim Berry

Misdreavus is weak to only two types, and is immune to Normal- and Fighting-type strikes. We taught it Thunder (TM 25) to help it clean up Pyrite's Water-type competitors with damage heightened by its high Sp. Attack stat. Its Levitate makes it impervious to the common Ground-type attacks.

Umbreon LV. 50 (Shadow) — DRK

Ability: Synchronize
Screech NRM
Secret Power NRM
Faint Attack DRK
Confuse Ray GHO
Item: Blackglasses

Umbreon's Confuse Ray can help with preemptive Confuse-status-inflicting attacks, though its average Speed can put it in peril of receiving the same. There aren't many Psychic- or Ghost-types in Pyrite, but they're often pivotal. Umbreon's Dark-type Faint Attack can be just the thing in a pinch.

Swapping out to improve your defensive standing is important, but so is knowing when to sacrifice a damaged Pokémon. When you swap out a Pokémon, the outgoing one will be spared a KO, but the incoming one won't be able to make a move until its next turn—and it'll probably take damage in the meantime. Keep track of which Pokémon are essential to defeating a team and which you can sacrifice to maintain your momentum.

Many Pokémon in Pyrite Colosseum use moves that inflict Confuse and Paralyze conditions. Deliver preemptive strikes with high-speed Pokémon that can smack foes with a Confuse condition—you'll prevent them from launching attacks some of the time. In addition, some foes use moves that raise their Attack stat, so if you confuse one after it's done so, it'll suffer more self-inflicted damage from its Confuse condition.

Dragon-type Pokémon, which are always tough competitors, make two appearances in Pyrite Colosseum: a Vibrava in Battle 1 and a Shelgon in Battle 3. Trump them into the dust with Dragon- and Ice-type moves. When Dragon-types clash with same-type attacks, the one with the higher Speed will likely KO the other first. Avoid the game of chicken by attacking with non-Dragon-types. (We used Gyarados with spectacular effect.)

In the final round, Gally's Lombre tries to heal itself faster than you can damage it. It uses Rain Dance to summon a storm that fuels its Rain Dish ability, which restores some HP every turn. In addition, it holds the Leftovers item, a second source of constant healing. Finally, it strikes with Leech Seed, which automatically steals HP from your Pokémon each turn. Use Thunder, which never misses in a storm, to take massive chunks out of Lombre.

Trainer Alert!

Researcher Kukla–Battle 2

The steely scientist constantly slings Paralyze conditions, which not only prevent the affected from moving some of the time, but also slow them down considerably. Put at least one Ground-type on your team to avoid the effect and obliterate Kukla's Electric-types with same-type attacks. But if Kukla pitches out his Chinchou, Skiploom or Gloom, withdraw your Ground-type or it'll be quickly KO'd by their attacks. (If yours can strike first against average-Speed Chinchou, however, strong Ground-type damage can quickly dispatch the tough Water-and-Electric-type.)

PYRITE COLOSSEUM: Level 50–Double Battle

Double Battle competitions in Pyrite Colosseum are far tougher than in Phenac Stadium. The combo-flinging involves more Pokémon. When you take out one foe, another can step in to complete a combo. Weather continues to be a combo trigger, but more-nefarious combos creep into the picture. Don't let the combo guesswork distract you from type-trumping. Grass-type assaults work wonders in Pyrite Colosseum, since the most common Pokémon types are Water, Rock and Ground. The Sunny Day-Solarbeam combo packs huge Grass-type damage, but consider other solutions. (We used Giga Drain to inflict pain and gain healing.) Don't go for the same-type multiplier, unless your Grass-type has great defense (see our Cacturne), because Grass-types are too vulnerable in Pyrite.

Number of Types You'll Face

NORMAL	4	ELECTRIC	5	FIGHTING	1	FLYING	4	ROCK	8	DARK	1
FIRE	1	GRASS	4	POISON	2	PSYCHIC	5	GHOST	0	STEEL	5
WATER	10	ICE	3	GROUND	9	BUG	6	DRAGON	3		

How Nintendo Power Dominated

Girafarig LV. 50 — ELC

Ability: Inner Focus
Agility PSY
Baton Pass NRM
Psychic PSY
Calm Mind PSY
Item: White Herb

Boost stats and pass 'em on. Using Baton Pass to move stat mods to an incoming Pokémon is a devious way to help a stat-deficient team member become a stat juggernaut for one battle. Girafarig can boost three of its stats—Speed, Sp. Attack and Sp. Defense—so it's a fantastic stat-passer.

Golduck LV. 50 — WTR

Ability: Cloud Nine
Confusion PSY
Surf WTR
Psych Up NRM
Aerial Ace FLY
Item: Leftovers

Golduck has great Attack, Sp. Attack and Speed, and its other stats are so-so. With its Psych Up, it can copy a Pokémon's stat mods, so it benefits hugely when paired with team with members who have great stat-boosting moves. With a little investment, Golduck can become a pumped-up terror.

Salamence LV. 50 — DRG FLY

Ability: Intimidate
Fly FLY
Fire Blast FIR
Dragon Claw DRG
Scary Face NRM
Item: Charcoal

Salamence can exploit its excellent Speed to strike first—useful if you risk attacking another Dragon-type with Salamence. Its Attack stat is massive, so its same-type Fly damage goes through the roof. Its Fire Blast can burn up a wide variety of Pyrite's Pokémon types.

Cacturne LV. 50 — GRS DRK

Ability: Sand Veil
Faint Attack DRK
Giga Drain GRS
Double Team NRM
Sandstorm RCK
Item: Quick Claw

Cacturne can Double Team its way to such a high Evasion that it's nearly untouchable. If it summons a sandstorm, its Sand Veil ability kicks in and raises its Evasion more—a great combo. Cacturne's Dark-type Faint Attack and Grass-type Giga Drain make it formidable against many foes.

Glalie LV. 50 — ICE

Ability: Inner Focus
Headbutt NRM
Crunch DRK
Ice Beam ICE
Double Team NRM
Item: Nevermeltice

Glalie's Speed is great, and both its Attack and Sp. Attack stats are excellent, so its first three offensive moves drum up heavy damage. Crunch also has a high chance of causing a foe to Flinch. Glalie's defensive stats aren't so hot, so it's a great candidate for Girafarig's stat-boosting Baton Pass.

Espeon LV. 50 — PSY

Ability: Synchronize
Psychic PSY
Psych Up NRM
Reflect PSY
Helping Hand NRM
Item: Twistedspoon

Espeon's fast, so it can lash out with a first-strike attack much of the time. Its Sp. Attack stat is among the best of all Pokémon, so its Psychic attack is stunning. Its Reflect will reduce physical attack damage for its sidekick, and its Helping Hand boosts its partner's attacks.

Pyrite's army of unevolved Pokémon has some of the most powerful moves available, but their Speed stats and defensive stats haven't made the quantum leaps during evolution. Bring in Pokémon with good Speed stats and attack with high-damage assaults to wipe up the unevolved foes or inflict crippling status conditions on them so they can't attack as often.

Play a stats game in Pyrite Colosseum. Use shielding moves like Reflect, which halves incoming damage to both of your onfield Pokémon. Use Helping Hand to boost a sidekick's offensive power. If one of your Pokémon has great offensive stats but dismal Speed, use a second Pokémon to gain Speed boosts with Agility, then enact Baton Pass—the outgoing Pokémon will give the boosts to the incoming one.

You can stretch a Baton Pass tactic even further with a Psych Up combo. First, a Pokémon with Baton Pass raises its stats (like our Girafarig, who can up its Speed, Sp. Attack and Sp. Defense) and transfers them to an incoming Pokémon, which raises its own stats further (like our Cacturne, who can quickly elevate its Speed). Finally, a sidekick with Psych Up can copy its partner's stat enhancements—a combo to reckon with.

Take full advantage of the weather in Pyrite Colosseum. Change it to a condition that triggers combo benefits—but only if you're certain that your opponent won't also benefit. If your foe alters the weather, decide whether you should ride the wave with your own combos or cancel the effects by changing the weather. The Cloud Nine ability (that our team's Golduck has) can be a last-ditch measure: it cancels weather effects entirely.

Trainer Alert!

Supertrainer Mauri–Final Round

Mauri's Kadabra is extremely fast and can deliver an annoying variety of attacks, not to mention a Protect move that deflects both aggressors' attacks in a Double Battle. Bash Kadabra with a superfast Pokémon that has a Dark-type move; you may need to equip the attacker with a Quick Claw to increase its chances of striking first. A good Fighting-type attack will trump Mauri's Fighting-type Machoke and double-trump his Steel-and-Rock-type Lairon. He'll surely pitch in his Shelgon; make sure your team inflicts Dragon- and Ice-type damage.

Type-Trumping & Combo-Concoction

Your Battle mode reputation will be based on a strong knowledge of the 17-type battle system. Keep the chart below close at hand. You'll find that combos take on greater importance as you ascend into the harder colosseums—so keep them in mind, especially in Double Battles.

Pokémon Battle Chart

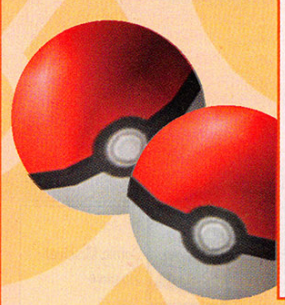
Consult the chart below to see if a certain attack type will do double damage (+), half damage (-) or no damage (=) against a specific type of Pokémon. Multiply the effects when attacking a dual-type Pokémon.

Physical Attack
Special Attack

Your Attack Type ↓ / Opponent's Pokémon Type →	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													-	=			-
FIRE		-	-		+	+						+	-		-		+
WATER		+	-		-				+				+		-		
ELECTRIC			+		-	-			=	+					-		
GRASS		-	+		-			-	+	-		-	+		-		-
ICE		-	-		+	-			+	+					+		-
FIGHTING	+					+		-		-	-	-	+	=		+	+
POISON					+			-	-				-	-			=
GROUND		+		+	-			+		=		-	+				+
FLYING				-	+		+					+	-				-
PSYCHIC							+	+			-					=	-
BUG		-			+		-	-		-	+			-		+	-
ROCK		+				+	-		-	+		+					-
GHOST	=										+			+		-	-
DRAGON															+		-
DARK							-			+			+		-	-	
STEEL		-	-	-		+							+				-

Wide-Range Attacks in Double Battle

In a Double Battle, many moves strike both opponents. Use them as often as possible to make greater headway. But beware attacks that also target the attacker's sidekick; pair the attacker with a Pokémon type that's resistant or immune to the move type. Consult the comprehensive wide-range-attack list to the right as you build teams to take into Double Battles.



Move	Type	BA	AC	PP
ACID	PSN	40	100	30
AIR CUTTER	FLY	55	95	25
BLIZZARD	ICE	120	70	5
BUBBLE	WTR	20	100	30
ERUPTION	FIR	150	100	5
GROWL	NRM	–	100	40
HEAT WAVE	FIR	100	90	10
HYPER VOICE	NRM	90	100	10
ICY WIND	ICE	55	95	15
IMPRISON	PSY	–	100	10
LEER	NRM	–	100	30
MUDDY WATER	WTR	95	85	10
POWDER SNOW	ICE	40	100	25
RAZOR LEAF	GRS	55	95	25
RAZOR WIND	NRM	80	100	10
ROCK SLIDE	RCK	75	90	10
STRING SHOT	BUG	–	95	40
SURF	WTR	95	100	15
SWEET SCENT	NRM	–	100	20
SWIFT	NRM	60	–	20
TAIL WHIP	NRM	–	100	30
TWISTER	DRG	40	100	20
WATER SPOUT	WTR	150	100	5

MT. BATTLE RETURNS

Mt. Battle is in both Story mode (see page 107) and Battle mode, but the rules are different in the latter. First and foremost, you must take one unchanging team all the way to the top. If you alter the team, you must start over from the very first Trainer. Also, you'll pitch in three Pokémon (in Single Battle mode) or four Pokémon (in Double Battle mode) at the start of each fight. The ultimate prize, however, is the real difference....

Prove Yourself Then Fly High

By besting Story mode and earning Battle mode notoriety, you'll be rewarded with a legendary Pokémon that you can't Snag in Story mode: Ho-oh! Study up on the requirements for proving yourself in both modes before you take on the task.

In Story Mode

At the Relic Stone, fully purify all 48 Shadow Pokémon that you can Snag in Story mode.

In Battle Mode

You must beat all 100 Trainers in Mt. Battle's Single Battle or Double Battle with your Story mode team, not one brought into Battle mode from Pokémon Ruby or Sapphire. There's a workaround, though: you can use any Hoenn Pokémon on your Story mode team, so import them into Orre via the Phenac Trade center, save, then register your blended Story mode team.

Ho-Oh LV. 70 FIRE FLY

You can work toward completing the Story mode and Battle mode objectives simultaneously. To get Ho-oh, however, you must complete the Story mode objective before you take on your 100th Trainer, and you must have at least one empty spot in your PC's Pokémon Storage in Story mode—or else you'll need to start over from the very bottom of Mt. Battle. The incendiary Ho-oh is worth the climb!

GO THE DISTANCE

Even with two months of NP strategy to help you through Orre, you'll have much farther to go in Story mode (far past the ultimate source of the criminal conspiracy) before you can Snag every Shadow Pokémon. You'll also have to conquer colosseums and climb mountains in Battle mode to prove yourself a Trainer beyond compare. Next month, Pokécenter will bring you continued strategy—we're committed to coaching you to Pokémon stardom!

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PC CD-ROM SOFTWARE

EVERYONE E CONTENT RATED BY ESRB

Comic Mischief
Violence

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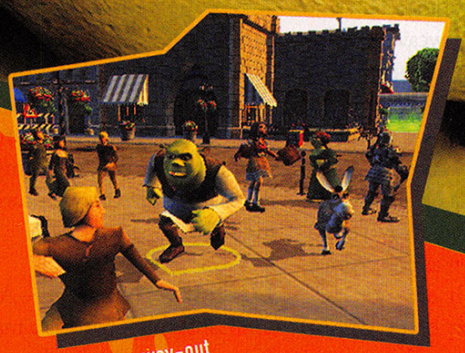

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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES JUNE 2004

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

CUSTOM ROBO

Mechanical maulers clash in a war for robot parts and weapons.

Futuristic fighter Custom Robo lets up to four elegantly detailed anime-style robot warriors have at it on a virtual battlefield. Guns blaze and bombs burst in flashy animation while the bots duck, weave and fly. The adventure begins in Story mode, where you'll learn the basics of robot building and battling, and earn parts by winning Holosseum battles. You can earn a dozen bodies and a huge collection of guns, bombs, pods and legs. (Although guns offer the most direct method of attack, bombs and pods allow you to fight from a covered position.) As soon as you claim a component, you'll be able to place it on your customized creation and enter the next battle with a stronger, faster, more efficient fighting machine.

Since the virtual battlefields are small (especially for four fighters), warriors have to keep moving or suffer the consequences. In intense battles, strategy often goes by the wayside, and the competitor who can fire fastest wins the fight.

Arcade and Vs. mode battles let up to four players participate, using robot parts earned in Story mode to outfit the machines. The game's 10 Holosseums (seen in all modes) range from simple to complex, and all of them are rendered in a futuristic computer line-drawing style.

COMMENTS: Steven—Acquiring ever better customizable robot parts is a major addiction. I'm a geek for any innovative battle system, and Custom Robo has one of the freshest I've seen in a while. Steve—The combat is a bit simplistic, but fans of Transformers and Robotech will get a kick out of building their own robots. Jessica—With hundreds of parts to collect and diverse abilities to bestow on your robo, the customization elements are endless! The story starts out a little slow, but it really picks up.

- Nintendo 15
- 1 to 4 players simultaneously

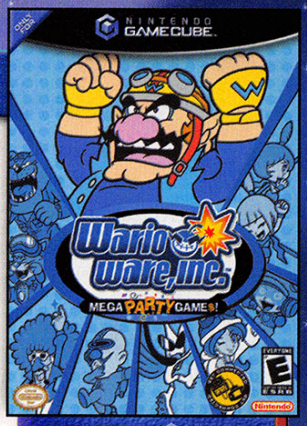
CHRIS	★★★★
GEORGE	★★★★
JESSICA	★★★★
STEVE	★★★★
STEVEN	★★★★

TEEN T CONTENT RATED BY ESRB

Comic Mischief
Mild Fantasy Violence

WARIOWARE, INC.: MEGA PARTY GAME$

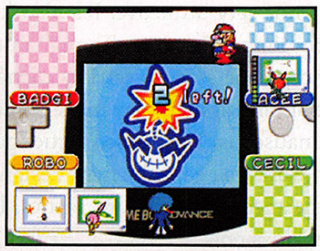
Wario and Co.'s wackiness ensues with multigamer micromania.



The GCN follow-up to one of 2003's most insanely fun GBA titles repackages WarioWare, Inc.'s 200 microgames in a collection of party games that will delight up to four players and attract a crowd of spectators. Single-player mode follows the structure of the GBA game (microgames strung together in categories) and offers new cut scenes that display the surreal adventures of Wario's programming pals. Multiplayer mode's nine programmer-hosted party games challenge participants to compete or cooperate while taking on a deluge of microgames. Disco diehard Jimmy, for example, hosts Survival Fever, in which players take turns playing microgames on a disco floor. Winners stay on the floor while losers try to distract the survivors by moving their characters across the screen.

Other party games present microgames that follow a card-game structure or puzzle-game framing, or are accompanied with instructions for carrying out physical activities (like playing a game with the Controller held upside-down).

Although the vast majority of WarioWare, Inc.: Mega Party Game$'s microgames are identical to those of the GBA title, multiplayer options add a new level of excitement for WarioWare fans and newcomers alike.



COMMENTS: **Scott**—Great multiplayer fun and breathless gameplay. **Steve**—Though I prefer the manic simplicity of the GBA version when playing solo, the GCN version is a fantastic multiplayer game that offers a nice change of pace from the Mario Party series. **Jessica**—Its simple, old-school game mechanics give the game a nostalgic feel, while the humor adds hilarious twists. **Steven**—WarioWare is now and forever the cornerstone of any Red-Bull-and-pork-rind-riddled party at my pad.

- Nintendo
- 1 to 4 players simultaneously

GEORGE	★★★★½
JESSICA	★★★★★
SCOTT	★★★½
STEVE	★★★½
STEVEN	★★★★★

EVERYONE — Cartoon Violence, Comic Mischief

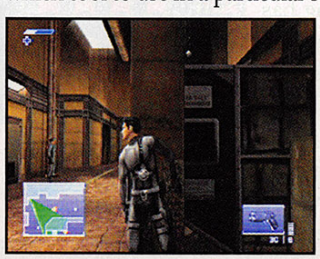
MISSION: IMPOSSIBLE—OPERATION SURMA

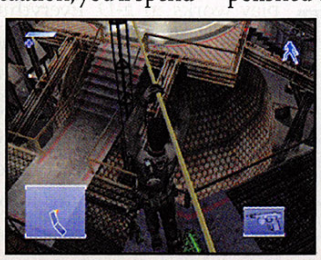
It's not Metal Gear, but Operation Surma is a solid stealth adventure.

If Mission: Impossible—Operation Surma is not as tense or engaging as Metal Gear Solid: The Twin Snakes, or other recent spy thrillers, it's not for lack of trying. IMF agent Ethan Hunt's GCN debut is chockfull of international intrigue, dark corners to hide in and supercool gadgets. The problem is that the recent release of The Twin Snakes, James Bond 007: Everything or Nothing and the GBA version of Splinter Cell Pandora Tomorrow have upped the ante for quality.

M:I throws so many tools and techniques into its first mission, you'll spend more time fumbling with complex controls and cycling through lists of items than accomplishing objectives, and it gets more confusing as the mission wears on. Even when you know which tool to use in a particular situation, you'll spend frustrating moments figuring out how to equip and use it, sometimes having to push multiple buttons simultaneously to satisfy a seemingly simple task.

What the adventure lacks in gameplay polish, however, it makes up for with its strong story, suitably dark and detailed graphics and great voice work (even though Ethan Hunt sounds more like Solid Snake than Tom Cruise). There are strong titles in the stealth adventure category, but hard-core fans of the genre will still enjoy Mission: Impossible.





COMMENTS: **George**—Long levels immerse you in the adventure, though the non-intuitive puzzles can take you right out of it again. **Scott**—M:I isn't as polished as Splinter Cell. Even so, if you like stealth action (and you have a great deal of patience) you'll have a bit of fun. **Alan**—Some of the gadgets and stealth aspects are a lot of fun, but then you do something like beat up a guard while his friend stands *right next to him* and doesn't notice, and you start wondering why you're not playing The Twin Snakes.

- Atari
- 1 player

ALAN	★★★
CHRIS	★★★
GEORGE	★★★
SCOTT	★★★★½
STEVEN	★★★½

TEEN — Blood, Violence

FUTURE TACTICS: THE UPRISING

Boy meets beast in Crave Entertainment's action-strategy sci-fi war.

When the multidimensional overlords obliterate human civilization, a group of survivors, led by young scrapper Low, fights back in a turn-based tactics war of small moves and big guns. Over a 19-stage single-player campaign, the band of human resisters grows and its individual members gain experience, collect upgrades and learn new maneuvers. Some warriors are able to move farther than others on each turn. Also, certain battlers can use multiple weapons and fire more than once. Others must carefully pick and choose their targets.

Attack methods fall into two categories: ballistic and line of sight. In using ballistic weapons, the player has a bird's-eye view of the scene and centers on a target by settling on a distance, then a direction. While using line-of-sight weapons, the player has a first-person perspective on the target and uses skillful timing to freeze two moving bars when they intersect on the bull's-eye. The explosive power of some weapons moves boulders and creates holes, which become obstacles or strategically important areas.

In two-player battle mode one player oversees a human squad, while the other player controls an army of aliens. Battle mode victories unlock battle maps.

The game's graphics are not up to par with those of many other GCN titles, but the concept and control make for a fun, satisfying play.

COMMENTS: Alan—I'm not the most picky guy in the world when it comes to graphics, but this is just not very attractive. It's also kind of monotonous. Jessica—Though not a bad concept, the story is terribly clichéd and the aiming system may make some players nauseous. Turn-based tactics games can work well with the right design and game mechanics. Future Tactics, however, does not.

- Crave
- 4
- 1 to 2 players simultaneously

ALAN	★★½
CHRIS	★★½
GEORGE	★★★
JESSICA	★★★
STEVEN	★★★

TEEN T CONTENT RATED BY ESRB

Alcohol Reference
Fantasy Violence
Mild Language

SPLINTER CELL PANDORA TOMORROW

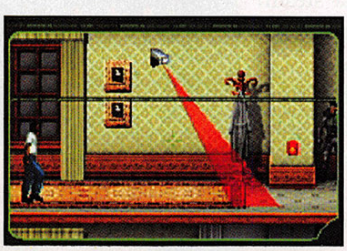
Sam Fisher emerges from the shadows in his latest stealth operation.

Hiding behind objects, waiting in dark recesses and striking with lethal force, NSA agent Sam Fisher delves deep into a terrorist plot in nine-mission, 22-objective 2-D thriller Pandora Tomorrow. The title employs the same gameplay elements as the original GBA Splinter Cell—it favors stealth maneuvers and acrobatics over fighting techniques and weapon firing. Weapons do figure into the action, but principally as a method to knock out lights or security cameras.

Improvements over the original game include an emphasis on light and shadow, improved AI (adversaries often run for the nearest alarm or lure you into a trap) and the ability to use enemies as human shields.

You can switch to night vision or thermal vision at any time for a different view of the environment, and pick locks or hack computer systems in 14 minigame diversions. Most of the minigames are simple to figure out, and some require more luck than skill.

The graphics display large characters with smooth animation, along with detailed environments that have a realistic edge appropriate for the style of game. The play control is intuitive but sometimes slow to respond in battle situations.



COMMENTS: Steven—Lots of fun. It improves considerably on the stealth gameplay found in the first GBA Splinter Cell. George—What the game lacks in complexity, it gains in easy-to-understand controls and smooth gameplay. Steve—I'm not entirely convinced that Sam Fisher's stealthy gameplay works in 2-D. Everything has been simplified and the whole experience lacks the tension of its console big brother. Scott—Ubisoft creates the stealthy feel of the GCN Splinter Cell game in two dimensions. The graphics are impressive and you must think to survive.

- Ubisoft/64 Megabits
- 1 player

CHRIS	★★★★
GEORGE	★★★★½
SCOTT	★★★★
STEVE	★★★
STEVEN	★★★★½

TEEN T CONTENT RATED BY ESRB

Mild Violence

STARSKY & HUTCH

- Empire Interactive
- 1 to 2 players simultaneously

TEEN T — CONTENT RATED BY ESRB

Violence

Starsky drives while his partner Hutch shoots in a nonstop car chase loaded with '70s style. Since most missions boil down to running after perps in the Striped Tomato, the game's 18 missions offer little in the way of variety. There are, however, tons of hidden items and unlockables (21 cars, TV-special-themed minigames and an interview with the original Huggy Bear). Cel-shaded in-game graphics and cut scenes give the game a cool, kitschy look.

ALAN
CHRIS
GEORGE
JESSICA
SCOTT

SPACE RAIDERS

- Mastiff
- 1 to 2 players simultaneously

TEEN T — CONTENT RATED BY ESRB

Blood and Gore
Partial Nudity
Violence

Space Raiders hits the streets in a 3-D reinvention of classic space shooter Space Invaders. As aliens beam into back alleys during the big bug invasion, you must fight for survival by strafing left and right and blasting the creatures as they come. The gameplay is simple but well-executed and just as much fun as it was in the early '80s. An amazing CG sequence that sets up the alien attack kicks off the game with cinematic style.

ALAN
JESSICA
SCOTT
STEVE
STEVEN

JUDGE DREDD: DREDD VS. DEATH

- Evolved Games
- 1 to 4 players simultaneously

MATURE 17+ M — CONTENT RATED BY ESRB

Blood and Gore
Intense Violence
Strong Language

Laying down the law on sign-waving protesters, vampires and robots gone wild, 22nd-century enforcer Judge Dredd lets the bullets fly in Evolved Games's first-person-perspective shooter. Two participants can cooperate in Story mode, and up to four can compete in Arcade mode. Most of the enemies attack very quickly at close range, giving Dredd the advantage from a distance but making contact combat unnecessarily difficult.

GEORGE
JESSICA
SCOTT
STEVE
STEVEN

POOL PARADISE

- Ignition Entertainment
- 1 to 2 players alternating

EVERYONE E — CONTENT RATED BY ESRB

Gambling

Eleven pool games, 31 computer-controlled competitors and a tropical setting are paradise for billiards fans in Ignition Entertainment's tabletop sim. The controls are unwieldy, requiring you to go through individual steps to select a target ball, choose a target pocket and aim the shot, but it becomes easier with practice. In addition to traditional pool, the game offers a long list of pool variations and oddly shaped tables.

ALAN
GEORGE
JESSICA
SCOTT
STEVEN

BOOKWORM

- Majesco/32 Megabits
- 1 player

EVERYONE E — CONTENT RATED BY ESRB

Scrabble meets Tetris in Majesco's word-building puzzler. Staggered columns of lettered tiles fill the playing surface. Every time you connect tiles to create a word, the word's letters disappear, causing the letters above them to drop. If you let a red-tinted letter reach the bottom, the game ends. The concept is well-executed, but the lack of different play modes or minigames limits the title's scope.

ALAN
CHRIS
GEORGE
JESSICA
SCOTT

STARSKY & HUTCH

- Empire Interactive/ 32 Megabits
- 1 player

EVERYONE E — CONTENT RATED BY ESRB

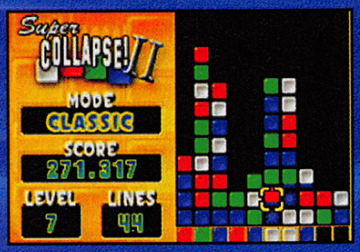
Famous for its high-speed chases, '70s TV show Starsky & Hutch burns rubber on the GBA in the form of a driving and firing free-for-all. Success in the two-season Story mode unlocks additional modes and a fleet of cars. Street courses are flat and many obstacles are so short that you can't see them until you hit them. The game has a kitschy classic-television atmosphere that will nevertheless appeal to fans of the show.

ALAN
CHRIS
GEORGE
SCOTT
STEVEN

SUPER COLLAPSE II

- Majesco/32 Megabits
- 1 player

EVERYONE
CONTENT RATED BY ESRB



As a wall of blocks builds, you must keep the structure from reaching the top of the screen by eliminating groups of three or more same-color squares. After time expires, a new wall grows at a higher speed or with additional colors. The game is not challenging at the start, but the difficulty ramps up at a good clip. Game variations include a mode in which walls stack up from the top and bottom of the screen.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

A SOUND OF THUNDER

- BAM!/64 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

TEEN
Violence
CONTENT RATED BY ESRB

The film adaptation of Ray Bradbury's short story will hit theatres this August, but the game adaptation will arrive in April. In Volume 171, we marveled at the isometric-view adventure's seven multi-player arenas and the single-Pak deathmatch mode. The 11-stage, single-player Story mode presents challenging lock-and-key puzzles, but the enemies are incredibly similar and tend to be easy to defeat.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

DISNEY'S HOME ON THE RANGE

- Disney Interactive/64 Megabits
- 1 player

EVERYONE
Cartoon Violence
CONTENT RATED BY ESRB

Buck the horse, Jeb the goat and the rest of the Home on the Range heroes go in search of Alameda Slim, Rico and the three Willies in a platform-game interpretation of the new animated feature. With long side-scrolling sections, Final Fight-style horse-and-bandit bouts and 3-D running levels, the game is packed with variety. The difficulty may be a tad high for very young players, but most gamers will appreciate the challenge.

CHRIS
GEORGE
JESSICA
SCOTT
STEVEN

KEY

GCN
GBA
NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE
ARCADE
FIGHTING
PLATFORM
PUZZLE
RPG
RACING
SHOOTER
SPORTS
STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD — Early Childhood
TEEN — Teen (13+)
ADULTS ONLY 18+ — Adult (18+)
EVERYONE — Everyone
MATURE 17+ — Mature (17+)
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EVERYONE
E
CONTENT RATED BY ESRB

Cartoon Violence
Alcohol Reference

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ACT/RPG

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E³ Icon Key

Match the game icons below to the screenshot icons in the four-page E³ montage beginning on page 38.

- Donkey Konga (GCN)
- Fire Emblem (GCN)
- Mario Golf Advance Tour (GBA)
- Metroid Prime 2 (GCN)
- Paper Mario 2 (GCN)
- Pikmin 2 (GCN)
- Resident Evil 4 (GCN)
- The Legend of Zelda: Four Swords Adventures (GCN)

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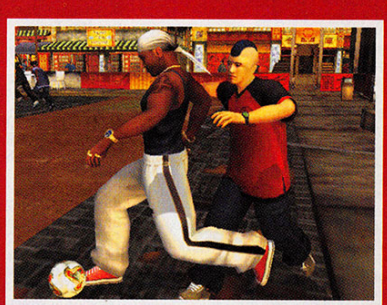

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TEEN T Strong Language
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XBOX

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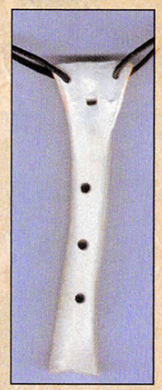

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NEXT ISSUE

VOLUME 181 — JULY 2004

Return to Hyrule

The Legend of Zelda: Four Swords Adventures

Link's latest outing combines beautiful hand-drawn graphics with the best use of GCN-GBA connectivity to date. In next month's strategy review, we'll show you how to harness the power of the Four Swords as we embark on a Hyrulean adventure like no other.

E³ Showcase

This month's screenshot montage offered but a glimpse of what to expect from May's Electronic Entertainment Expo. Check back next month for more information on Metroid Prime 2, Fire Emblem, Paper Mario 2 and much, much more.

Metroid Prime 2

Great Previews & Reviews

Puyo Pop

Mario Golf: Advance Tour

Classic NES Series

Game Boy Advance Video

Plus!

- VIRTUA QUEST
- HARRY POTTER AND THE PRISONER OF AZKABAN
- MARIO VS. DONKEY KONG
- SHINING FORCE: RESURRECTION OF THE DARK DRAGON
- SHREK 2
- SABRE WULF

River City Ransom EX

Spotlight on Activision

Also in the next issue, we'll celebrate Activision's 25th anniversary with a look back at the publisher's history and a sneak peek at its upcoming GCN titles, including X-Men Legends and Call of Duty: Finest Hour.

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ON BACK

EVERYONE — E — Comic Mischief, Mild Lyrics

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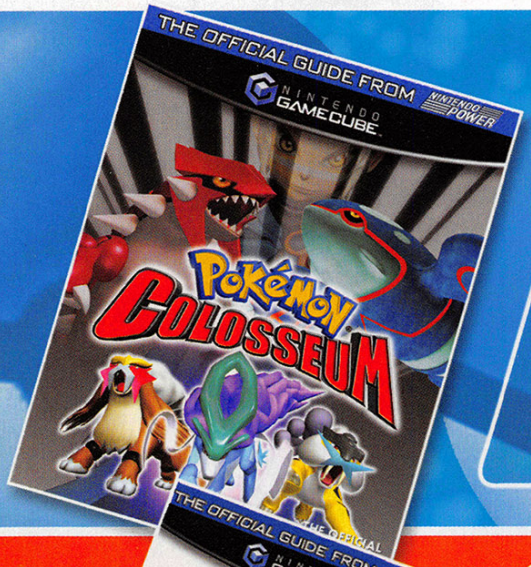

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With two monumental games—a Battle mode and a Story mode set in the all-new Orre region—Pokémon Colosseum is the biggest title in the history of the series. You'll want tips from Nintendo's official Pokémon Trainers.

- The Story mode is filled with creatures that fans haven't seen since Pokémon Gold and Pokémon Silver—we'll help you Snag 'em all
- After you beat the RPG, you can transfer your team to Pokémon Ruby and Pokémon Sapphire—our guide gets you there
- Battle mode pits you against countless foes in single- and multiplayer stadiums—win the day with unbeatable strategies

FINAL FANTASY: CRYSTAL CHRONICLES

Final Fantasy games are renowned for their attention to detail and mind-bending secrets—so what's a brave adventurer to do? Why, pick up the Official Player's Guide and make your journey a smashing success, of course!

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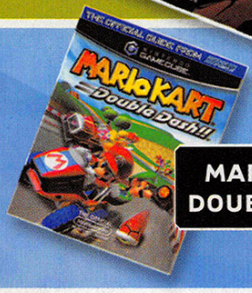
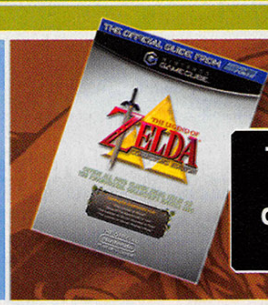


MARIO KART: DOUBLE DASH!!



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